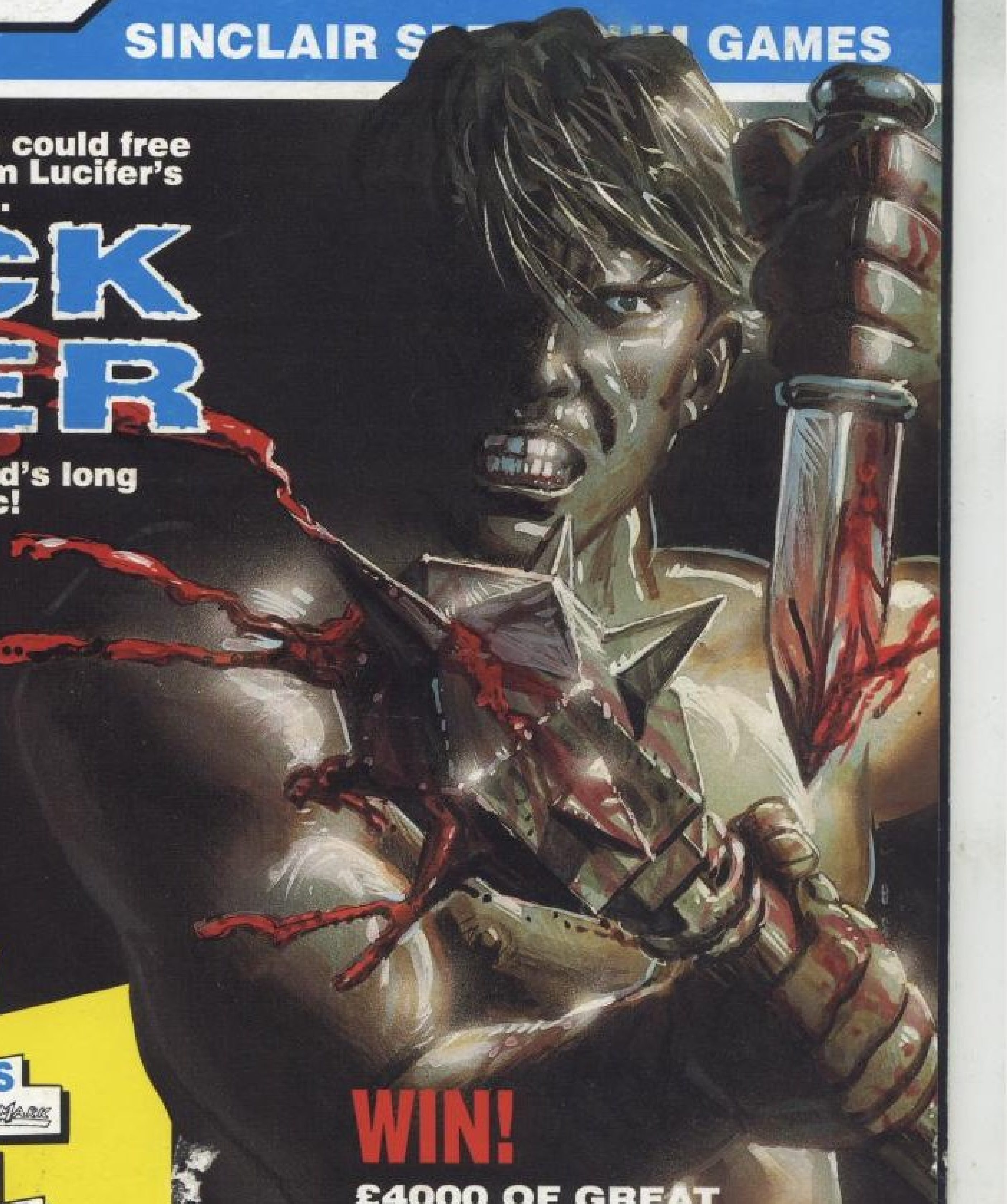
CRASH

A NEWSFIELD PUBLICATION
No.72 JANUARY 1990
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SAM Coupé COMPATIBLE



FIRST!

Only one man could free the world from Lucifer's evil Dragons...

BLACK TIGER

We preview CAPCOM/US Gold's long awaited hack and slash epic!

WHERE'S MY TAPE?!

5 FABBO SPECTRUM GAMES

- SPLIT PERSONALITIES — Domark
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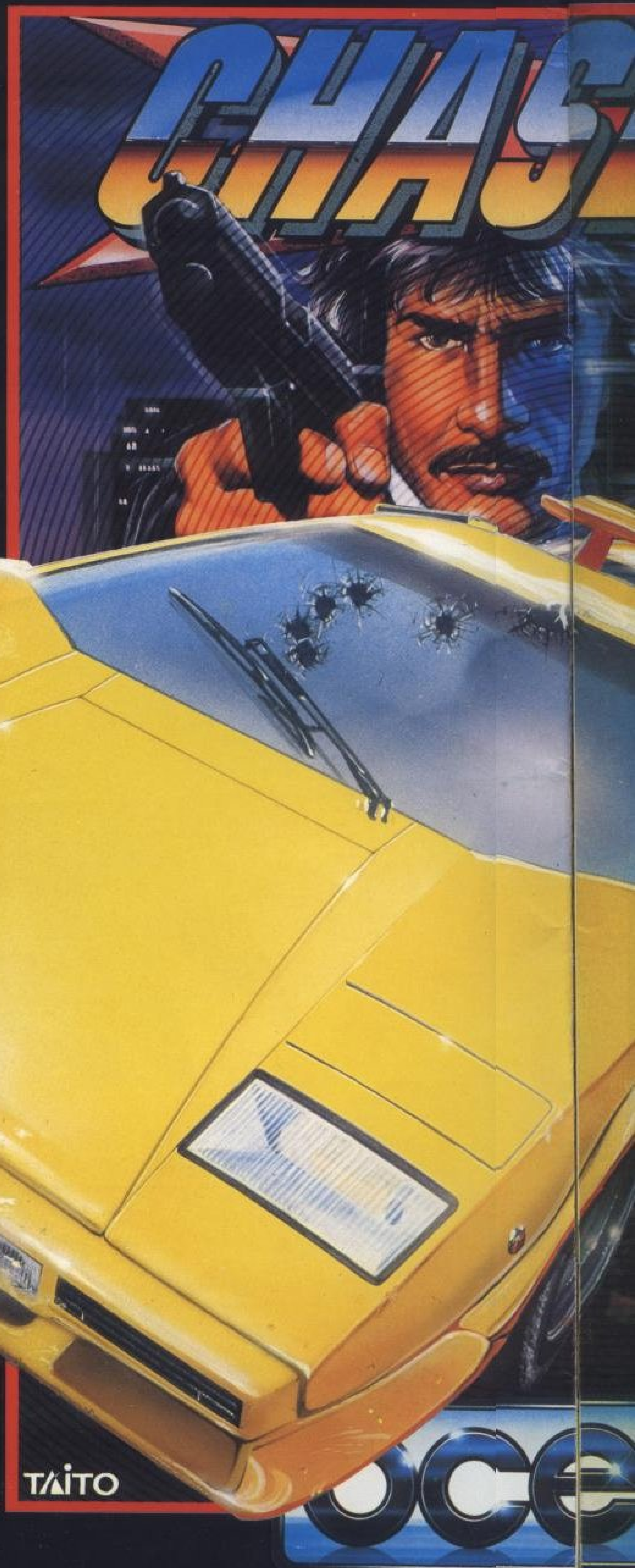
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CONTENTS

5
GAME THRILLS
Five power packed thrill games to get the New Year off to a good start! We've got Split Personalities, Action Biker, Dizzy II — Special CRASH Edition, Winter Wonderland, Stars & Stripes and another dose of Pokemania!

15
SAM ART
A World News Scoop interview with Bo Jangeborg! The man who's creating a brilliant art package for the SAM Coupe.

17
HARD DRIVIN' COMPO
Rarin' to pull out of the pitstop — your chance to win a telly and a CD player!!

19
1989 READER'S AWARDS
Your vote counts! Choose who you would select to win one of the fabbo CRASH awards for being triff 'n' brill in 1989!

22
LIVE CIRCUIT
Lloyd's bit in the middle (except it's not quite the middle) with letters, Jetman, comics, compo winners and all the happening stuff on the Speccy this month!

33
DIZZY!
How does an egg with arms and legs become a software superstar? CRASH had a natter with Dizzy's makers — The Oliver Twins! Except one was ill.

39
NICKO'S TIPS
Seven pages of tips, tatics, pokes and maps to help you cheat your way through the top games in the holidays!

48
REVIEWS
More games go flooding into the shops, and we've checked 'em out! Hard Drivin'! Ghostbusters II! Galaxy Force! Stunt Car Racer! Saint and Greavsie! Footballer Of The Year II! The Ninja Warriors! Moonwalker! Bobo! Sporting Triangles!

56
BUDGET BONANZA
Heaps of software going cheap! Nick Roberts gets down and grooves with the £2.99 spinners!

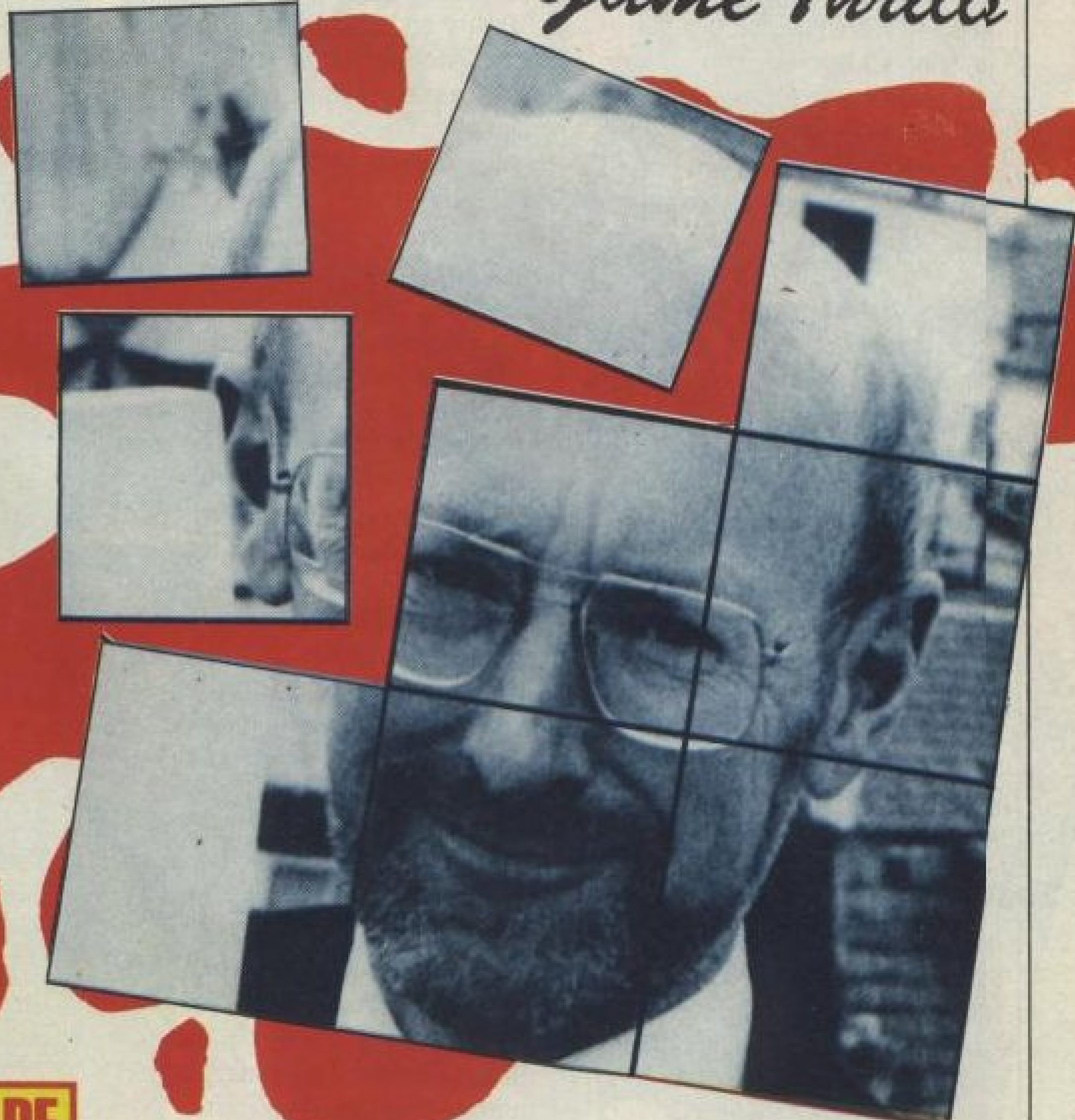
62
PREVIEWS
Black Tiger — it's finally happening! Plus news of thrills coming your way on the Speccy!

64
BYEEEE!
Toodle pip! Oh, before you go, do you fancy winning heaps of games? Good! US Gold is offering £4,000 worth of Speccy playmates!

ACTION ALL THE WAY!

This month's dose of Power Tape action is enough to take you through the Christmas holidays and right into next year! Five smashing games on one cassette, including the brilliant Split Personalities and the second Dizzy game created for CRASH! Add to that two exclusive interviews and you've got the best way to start the new decade!

Game Thrills



THRILLS ON TAPE

Find your Power Games!

SIDE A:
SPLIT PERSONALITIES
WINTER WONDERLAND
STARS & STRIPES

SIDE B:
DIZZY II
ACTION BIKER
POKEMANIA

Load games in 48K mode, check the inlay for additional loading instructions. Should your tape be faulty, send it in its box to: CRASH TAPE CLINIC (72), CRASH TOWERS, PO Box 20, Ludlow, Shropshire SY8 1DB. A working Power Tape will be dispatched. Please allow 28 days for delivery.

SPLIT Personalities

Domark's first ever side-splitting CRASH Smash!!

Split Personalities, it's the game that's full of famous faces, and now you have it and... 'There is NO alternative'!

Yes, Maggie's in it and so is Ronnie: 'Am I? Gosh, Nancy, it's hard work being the President. What? I'm not? George who, Nance? Bush? Well, a Bush in the Whitehouse is worth three in a basket.

C'mon Teddy, time for bed. Hum de dee'.

Right, as we were saying... now you have it and all you have to do is work against a time limit and assemble caricatures of the famous from little blocks.

All you have to do? Well not quite. Starting with Ronald Reagan, ten cartoons of famous faces have to be pieced together. At the start of each level the main playing area is empty — a zone enclosed with blue buffers. A pulsating square cursor is under your control and sits under a flashing arrow at the top left of the screen. The image that has been split appears in a small window in the status area on the right, the bar display that monitors the time you have remaining is refreshed, and play commences.

The cursor, used to shift blocks around the playing area, can be moved in four directions. Place the cursor over the block you want to pick up and press fire. Pressing fire grabs the block. Holding fire and then moving the cursor whizzes the selected block off in the chosen direction. A moving block continues to travel in a straight line until another block or the blue buffer is hit, when it comes to rest.

To bring on new blocks place the cursor under the flashing arrow and press fire to seize the hidden block and move right to fetch it into view. While the cursor is over a piece in the main play area, a square on the status panel picture turns white, revealing the correct location for that segment of the puzzle.

Twenty pieces have to be shuffled into the right order to make up each picture, and there are only four spare block positions at the top of the playzone — so some careful juggling is called for. Just to add a little variety to the game, cracks appear in some of the buffers. Blocks that are moved onto a cracked section of buffer bounce off, returning to their start point. Some of the cracks remain in the same part of the buffer throughout a level, while others hop around the place during play.

Little sliding doors in the top, left and bottom buffers open and close. If a piece is shoved towards an open door it disappears from the playing area and joins the queue of pieces behind the flashing arrow.

Every so often, objects associated with the character being assembled are dragged into play. These can lead to bonus scores if you do the right thing with them — shoving the American Flag against the Russian flag earns a bonus of 1,500 points on the Ronnie Reagan screen.

Bombs are bad news — they explode five seconds after they are brought into play and have to be shoved against a tap (bonus of 5,000 points) or whisked out of an open doorway before they detonate. Failure to dispose of a bomb results in an explosion and the loss of a life.

The number of points awarded for completing a level depends on the amount of time remaining when the final piece is slotted into place. Running out of time results in the loss of a life — but providing all three lives haven't been lost, the blocks stay in place when you die. An extra life is awarded for reaching 100,000 points and extra time can be won on later screens by sliding a diamond into another gem.

PERSONAL CONTROLS

Create those faces using the following keys O/left, P/right, Q/up, A/down, CAPSHIFT to SPACE/fire, R and T/abort, H/pause, J/continue. Or use joysticks with any of these



winter wonderland

Incentive's fab 'n' freezing Gold Medallion graphic adventure!

How very seasonal: Now you have this smashing Gold Medallion adventure you don't have to go outside to get cold — get deep frozen in the comfort of your own home!! Brrr! And why is it so cold? 'Cos you're in the snowy Himalayas, that's why!!

Why are you stuck in the Himalayas? Well, it all began one day in your office...(cue wishy-washy flash back sound FX): You're an anthropologist and desperately want to get your name in the history books, but so far you're a complete failure. Aw! Shame.

Then, suddenly, your telex machine buzzes into life and spits out a message from your chum Sergio Kirov, currently in Tibet, which informs you he has discovered an undiscovered race of humans!! (Bizarre isn't it?) So, off you fly to Lhasa airport, Tibet, to meet him and join in the fame! On arriving at the airport Sergio isn't around, but the locals tell you he's popped off to a place called Cessna. Luckily you're not only an anthropologist but a pilot too! So, after hiring a dinky plane you head off towards Cessna. But, calamity!, a snowstorm throws you off course and you spiral down through the nasty weather and crash land in the middle of nowhere! Cripes! Thankfully, all your bodily parts are fully intact. Phew.

And that's where this adventure begins...

WHAT NOW THEN?

When Winter Wonderland has loaded you'll see your current predicament and you're asked what you want to do. The instructions you can enter are varied; here are a few examples.

Go North n Take Snowshoes n Give the Icicle to the Shopkeeper n Put the ruby in the box, close it then go east.

Some commands can be abbreviated: N for North, INV for inventory, EXAM for examine and so on. You can enter multiple commands separated by And, Then, a comma or a full stop. The word It will be interpreted as the last noun entered.

HINTS: Keep warm, don't be too generous, examine things, make a map of your travels. To get out of the crevasse go U, you can't throw the rope, so just climb it.

DON'T FORGET THE SPECIAL GRAPHIC ADVENTURE CREATOR OFFER! SEE INSIDE THE POWERTAPE INLAY!!

CRASH TALENT TOKEN!

REWARD: **If you've written a game you think is completely wizzo why not share it with the Speccy world?? Send it along to us on cassette or disk with a letter explaining the game, and if it passes the reviewers' test we'll put it on the Power Tape so thousands can enjoy it! Who knows, it could be your first step into the software publishing world?!**

Send it to: POWER TAPE DEPT, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.

We'll drop you a line when we receive it, and unless you get a 'sorry, but this is **' letter then you know we love it!! And what's more we'll pay you for it!! Send your creations in now!!**

STARS & STRIPES

Another mega Powertape game!!
Created by Ceri Williams

3-D games! Don't they just ooze thrill power! And here's one that makes the CRASH office positively squelchy with the stuff. It's called Stars and Stripes. So, grab a burger and a can of Coke and prepare to play for truth, justice and the American way as an arcade adventuring American football player!

Hup! Hup! The American football season's coming up to the most important match, the Parcells Bowl. And your team, the Boston Bricklayers, are playing the vicious Philadelphia Robins. The Robins have always hated the sight of the Brickies and devise a cunning and devious plan to wipe them out... Should the Brickies win the Parcells Bowl trophy there'll be a nasty surprise waiting for them: a planted bomb! Eeek!

Luckily, Phill McMahon (you),a skillfull player who uses ozone friendly deodorant, has discovered the Robins' plan and decides to thwart it. Hurrah! Only, it's not so easy when he discovers how the Robins are guarding it: Enter the Robins' HQ complex, featuring nearly 200 rooms, in search of the throphy, and get rid of the bomb!!!

LOOK OUT IT'S AN... ERM?

Arrrrgh! Behind you!! Look out that 'thingy' is about to get you! What thingy? These thingies...

FOOTBALL DROIDS

These are use in practice sessions and fire American footballs at 200 mph, they guard the trophy on a part-time basis.

GLASS PLATFORM

Surprisingly enough, it's a platform made of glass! Tread lightly or you may go straight through.

MOVEABLE PLATFORM

And here's a platform that can be moved! Cripes, it's a crazy world, isn't it? Yibble.

CONVEYOR PLATFORM

Hop on and this will take you for a ride in the direction the arrow points.

ELECTRIC PLATFORM

Shocking! Jump on this and you'll go frizzle, frizzle, sput, sput, fluurrrp! Deadly.

BALLS!

Clear balls are helpful, and solid aren't. Simple as that really.

CONTROLS

Use Cursor, Kempston or Sinclair joystick interfaces or cursor keys like this... Up/forward, down/throw football, right/rotate right, left/rotate left, fire/jump. Okay?

JUST WHO THE HELL DOES CERI WILLIAMS THINK HE IS?

Well, he's 14 and has been reading CRASH since October 1986 and owns a 128K Speccy, but wants a SAM Coupe. He's completely potty about American Football and supports the New York Giants. Stars and Stripes was created using 3D Gamemaker and he reckons out of all the Gamemaker games he's produced this is his best. When he's not bashing out games, Ceri loves watching films, Ferris Bueller's Day Off and Naked Gun being his current fave raves. And there you are!


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DIZZY II
Special CRASH Edition!

Special CRASH Edition

Ah har, Jim lad!! There's treasure in that there CodeMasters game!!

Eggs never get a rest do they? One minute they're being put out of a job by health ministers and the next they star in their very own game!

This is the second special eggventure CodeMasters have put together for CRASH with our mate Dizzy in it. It's adapted by the Oliver Twins from Treasure Island Dizzy and it's (surprise, surprise) set on an island full of hidden treasure!

Dizzy booked himself on a round-the-world cruise but somehow ended up in a spot of bother with the captain, Long John Silver. All his fellow passengers turned out to be pirates and he was in a right pickle — you could say he was a pickled egg! He ended up walking the plank but just managed to swim to a nearby island and safety.

Dizzy must search the island, collecting objects and using them to find the cursed treasure hidden there. Once found he must dispose of it! Should be fun. There are 16 gold coins to collect and the highest score you can get is 30,000 points.

EGGSACT CONTROL....over Dizzy is achieved by either using a joystick with Kempston interface or by using the following keys: Z/left, X/right, SPACE/jump, ENTER/pick up, use, etc.

Find out more about Dizzy on page 33!

Clumsy Colin
ACTION BIKER

It's Mastertronic's biking arcade romp!!

You've heard of sleep-walking — well, try this for size: sleep-biking!! Yes! Clumsy Colin is out on his mean lean racing machine creating havoc throughout Clumsytown in his search for goodies to help launch his mate Marti into space! The buffoon!

Whether Marti wants to be hurled into outer space we don't know, but Clumsy Colin is determined to send him skyward — when he finds him.

To help Colin find his chum he needs 50 objects located in the houses in town. There are 150 houses which Colin can enter, but only 50 hide objects. Colin's alarm clock is set to go off at 8 o'clock and wake him up, Colin also wakes up if he bumps into any vehicles such as police cars and other bikers. Wake up and the action's over.

The bike's fuel is limited, but extra fuel can be collected by picking up the packets of KP Skips which litter the streets or, in a more normal fashion, visiting the garage.

Some of Colin's friends try to tempt him to stay for tea and slow him down. Keep an eye on the text window which keeps you informed of Colin's happenings. Oh! Watch out for the oil slick... (SLAM! Clunk! Whrrrrr. Zt!!). Cripes.

BIKING CONTROLS

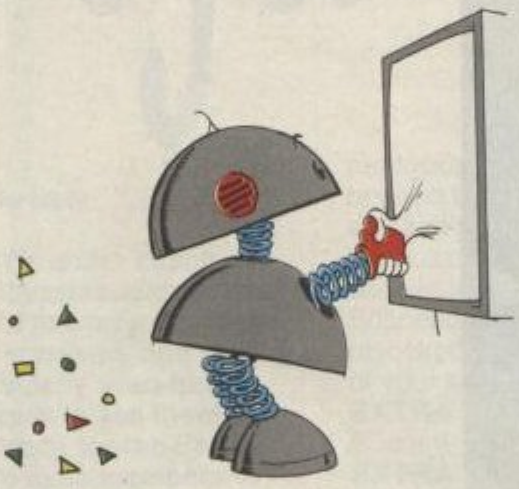
You can control Colin with a joystick using Kempston, Sinclair, Fuller or Cursor interfaces (use the fire button to enter/leave a house) or use these keys: A/up, Z/down, N/left, M/right, SPACE/fire.

SO WHY DO SPECCY OWNERS NEED THE SAM coupé?



You've been building up your Spectrum software collection for years. You want a computer with better sound, better graphics, more power - but you don't want to lose your software.

The Coupé is the computer for you. Four screen modes with a choice from 128 colours, a six-channel stereo sound chip, 256K RAM (expandable to 512K) - yet by actually slowing the Coupé down, we allow most of your 48K Spectrum software to run in the Coupé's level 1 mode.



Growth

You never stand still with a computer. You're always learning, always growing, always wanting to do more. With the Coupé, your computer can grow with you.

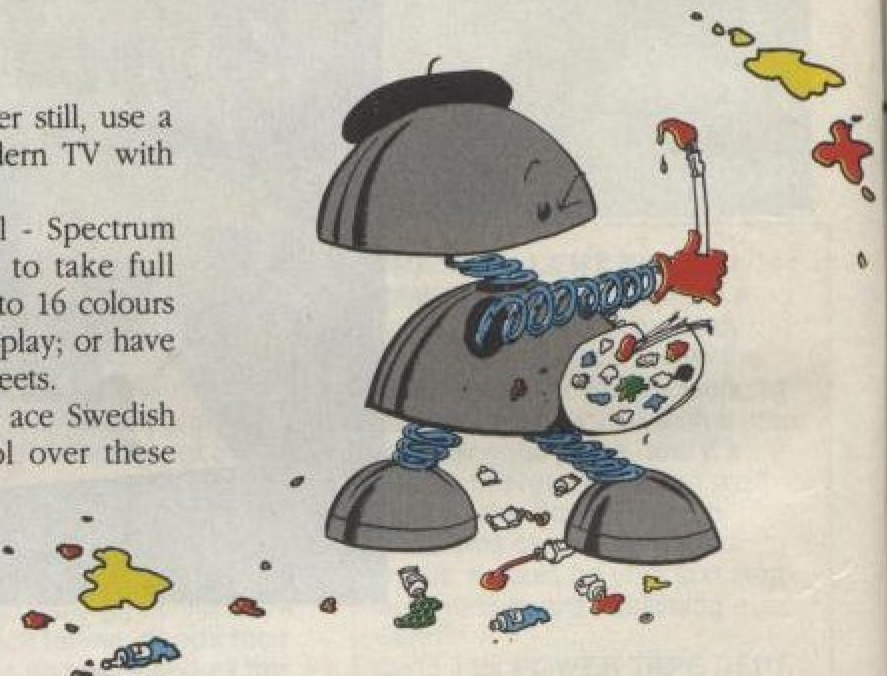
Memory can be expanded from 256K to 512K. One or two 1 MB disk drives can be added. There are output ports for almost everything we can think of, and an expansion connector for things that other people develop later. And all of it simply slots in - no screws, no soldering, no hardware expertise.

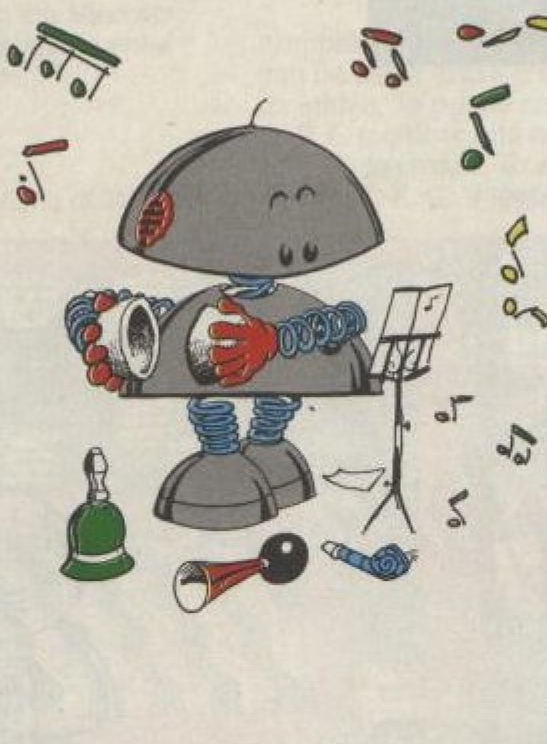
Graphics

See the full range of 128 colours on an ordinary TV set. Or better still, use a video monitor for really high definition. Best of all, use a modern TV with SCART to get the quality of a monitor on an ordinary TV set.

The Coupé has four graphics modes. Even at the lowest level - Spectrum emulation - you can change the colours in the the software to take full advantage of the palette. In modes 3 and 4, you can display up to 16 colours per line, a different colour for every pixel in a 256 x 192 pixel display; or have an 80-column 512 x 192 display for word processing and spreadsheets.

And free with the Coupé comes FLASH!, a software package by ace Swedish programmer, Bo Jangeborg, designed to give you total control over these powerful graphics.

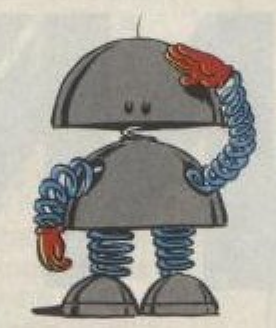




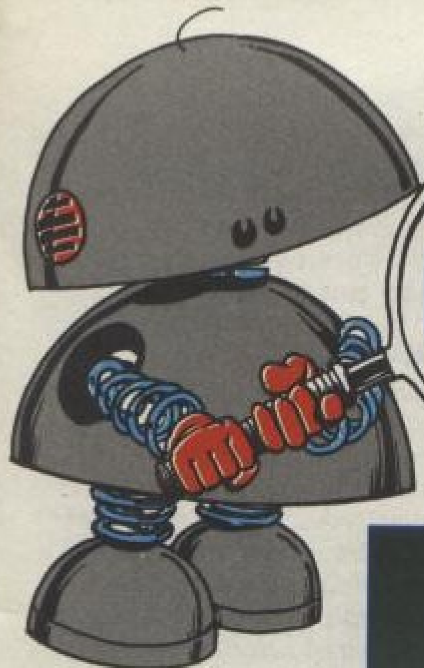
Music

There won't be a better buy for all you aspiring electronic musicians. The Coupé features a full implementation of MIDI - MIDI In, Out and Through - with 16 channel capability, and MGT is promoting a full range of MIDI support software. Better still, the Coupé features an 8 octave, 6 channel stereo sound chip. For sensational sound effects, just plug in your headphones.

Play it again SAM!



SAM. No, the computer's not called SAM, it's called the Coupé. This is SAM - he's the character who will guide you through the manual.



CLOSE UP coupé

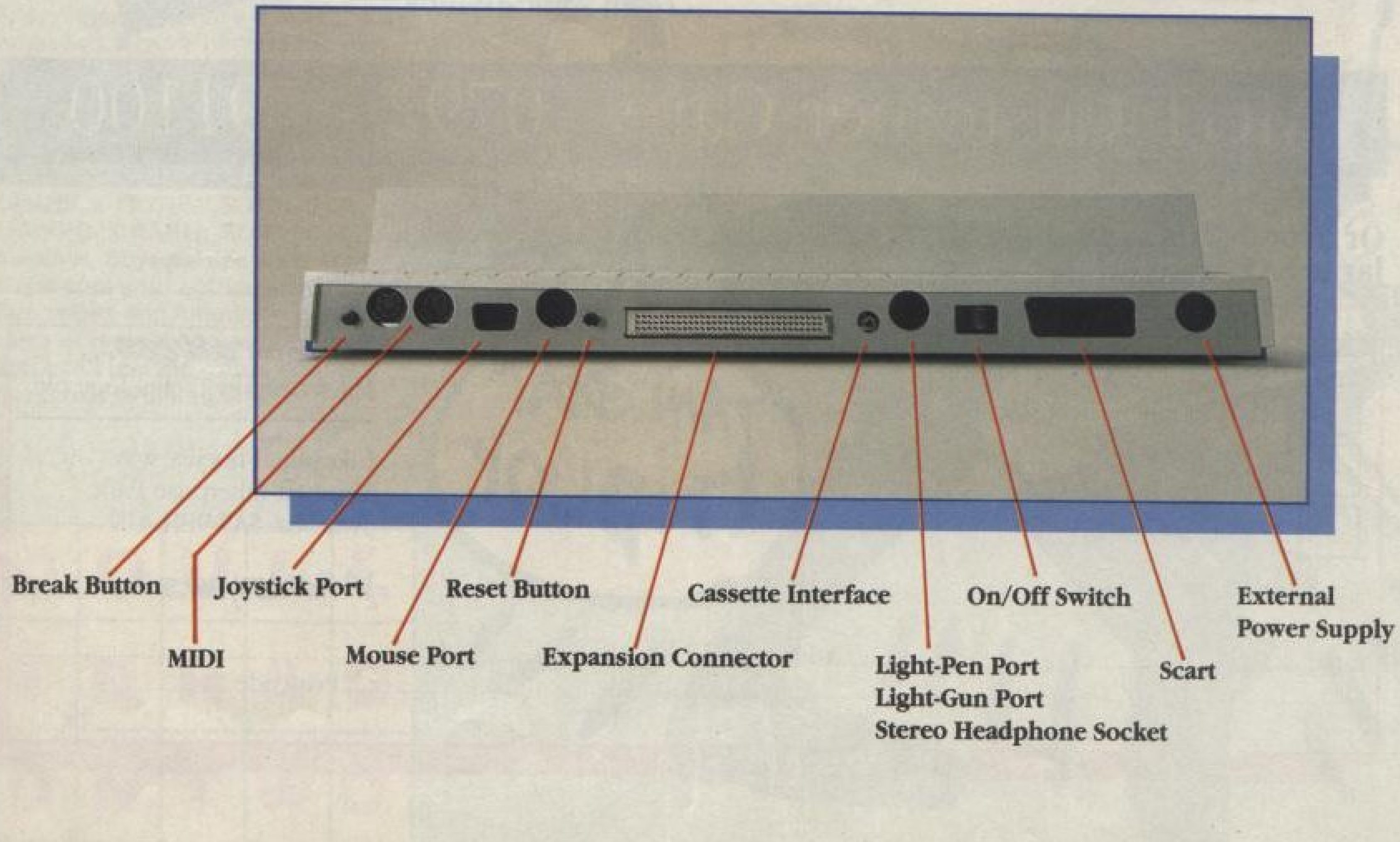


A 72 key full-sized, full travel **Keyboard**, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

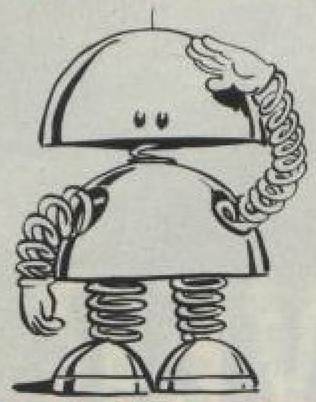
The basic model of the Coupé comes ready to work with software loaded from a standard cassette recorder. But you can also add one or two 1 MB 3.5" **Disk Drives**. These are ultra-slimline drives from Citizen in a special case which allows you simply to slot them in when you're ready.

The Coupé's slot-in disk drive





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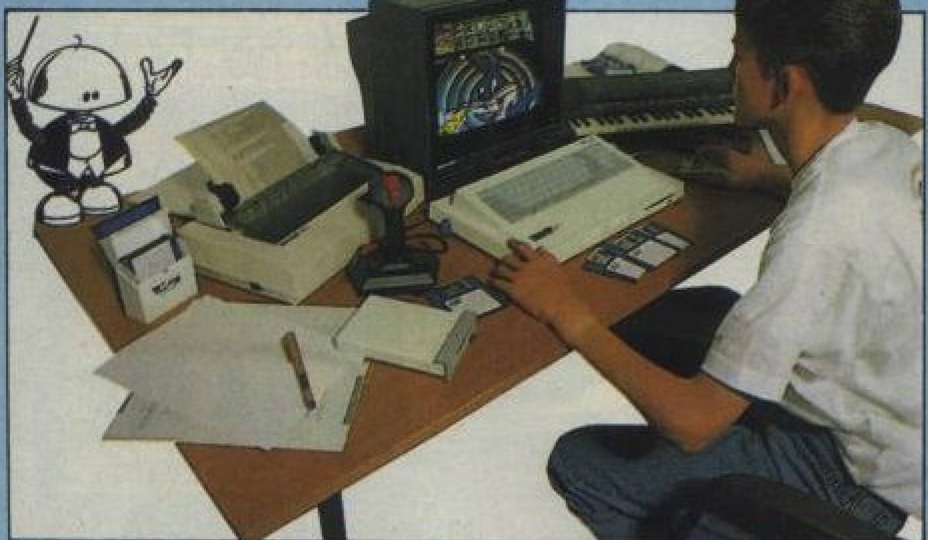


SAM COUPE COMPATIBLE!!

WORLD SCOOP NEWS

SAM:HIS ART'S IN THE RIGHT PLACE!

What can you do with a SAM Coupe when you've got it? Well, you can load up a Speccy game. Erm... What if you want to do something in mode 4, the 128 colour mode? Here's the answer: FLASH! And what's Flash!? It's none other than Bo Jangeborg's amazing art package that comes in the SAM box!! A week away from completion Richard Eddy pops the question: 'Whasis Flash stuff all about then, Bo?' and listened...



'The main idea behind *Flash!* was to create an ideal art utility for the first time user to be able to explore the graphic capabilities of SAM. Additionally it has to be able to be used as a professional package.'

'*Flash!* can be used in all four graphics modes on the Sam, that's the normal Spectrum mode, mode two is another Speccy mode but without attribute colour clash, mode three is an 80 colour hi-res mode, and the really arty mode is four where there are 128 colours available on a resolution of 256 x 192. Did you know that I had a hand in the 128 colour mode? Oh yes! Mode four was originally going to have just 64 colours available. But I suggested to Bruce Gordon that 128 colours would make it a lot better and give more scope in the use of *Flash!* Effectively what he did was to cram more information on the chips then was ever thought possible!'

'It has taken four months to develop *Flash!*, I've been working on it since July using a prototype SAM originally, which was just a load of printed circuit boards strapped together with wires hanging out all over the place.'

'A lot of *Flash!* has been based on a previous product of mine called *The Artist II* (spiffo art package —Art Ed). Flash! operates using a combination of icons and pull-down windows. Along the top of the screen is a string of icons relating to brushes, lines, zooming, painting etc, and from each comes a pull down menu offering further options. For example, from the brush icon the menu allows you to select types of brush or even a spray can. And there's full access to the palette of 128 colours allowing you to select 16 to use on screen.'

AND THERE'S MORE...

'Any revolutionary elements in *Flash*? Well, I don't know about revolutionary, but there are a couple of good functions. One allows you to start in one mode of the SAM and switch to another mode without losing your picture — the SAM just converts to image to meet the mode's requirements. The second element, that is impressive, is being able to load in any Atari ST disk with *Neochrome* or *Degas Elite* (two swank 16-bit art programs) pictures on it. The file just loads straight into *Flash!* (operating in mode four), and there's the picture.'

'There's also a simple animation routine which can be used. What you can do is to create a series of six images, all in slightly different stages of animation and then program in a sequence to 'flick' through all six. The effect is animation, but it's only a tester; it can't be used effectively for creating demos.'

'And there's a font editor which lets you amend the SAM font to your own design. What do I actually think of the SAM? Well, it's very good, excellent value and on the graphics level it's easily comparable to the Atari ST or Amiga — hardly any difference at all!

'Am I pleased with *Flash!*? Oh yes, very pleased indeed. It's not my ideal art package, because to create that would take years! And besides, I have other work too! I may update it later and maybe a *Flash! II* will be released. I would like to do a SAM game — the possibilities of a dedicated SAM game are enormous! But I've just got so much work to do!'. Sigh

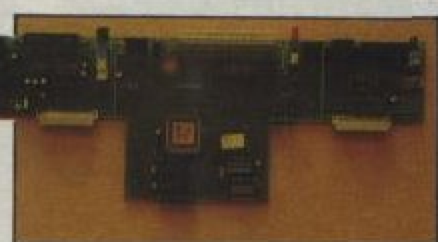
BO DIDDLEY...



Here he is! The man himself: Bo Jangeborg! A chap of Scandinavian origin, he's a bit ovva Speccy legend, having created four amazing products: The two stunning *Fairlight* 3D arcade adventures and both versions of *The Artist*. Seen here creating another 'masterpiece'. Erm, yeah — very good Bo.

UGH!

Ugh indeed. What is this? It's SAM's insides, or a PCB to you. Currently in production, 2,000 SAMs a week are produced. As the orders increase, production could be ramped up to a stunning 20,000 units a week! SAM begins life as a PCB from Kamcircuits of Wiltshire; his plastic bodywork comes from Plastic Injection Mouldings of Hereford and little metal bits come from Alar Engineering of Cardiff. Each SAM is then lovingly assembled and potty trained by Alan Miles personally. (Rubbish! —Ed).





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COMPETITION

WIN A BLOOMIN' TELLY
★AND A CD PLAYER!!

Hard Drivin' eh? Bit of a wizzo game that, and a Smash to boot! And what better way to celebrate a mega drivin' game than gettin' Domark to give away an amazin' prize in this happenin' compo!

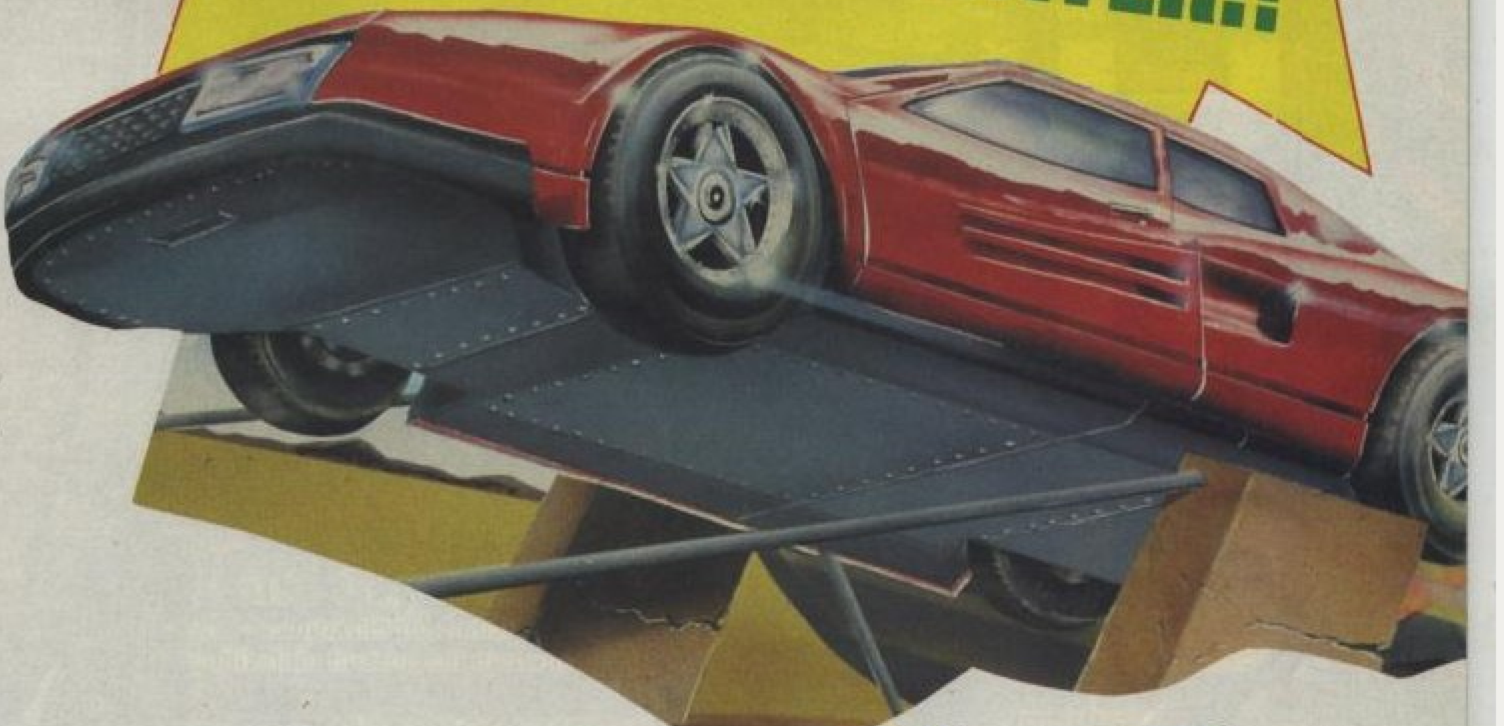
And what kind of amazin' prize can be offered? We thought a Ferrari F40 car might be a 'Nice Idea'. But, at a cost of about 20 squillion pounds, Domark reckon it's a little bit more than they can afford! So, we work our way down the car scale to a Skoda. Erm, thanks but no thanks.

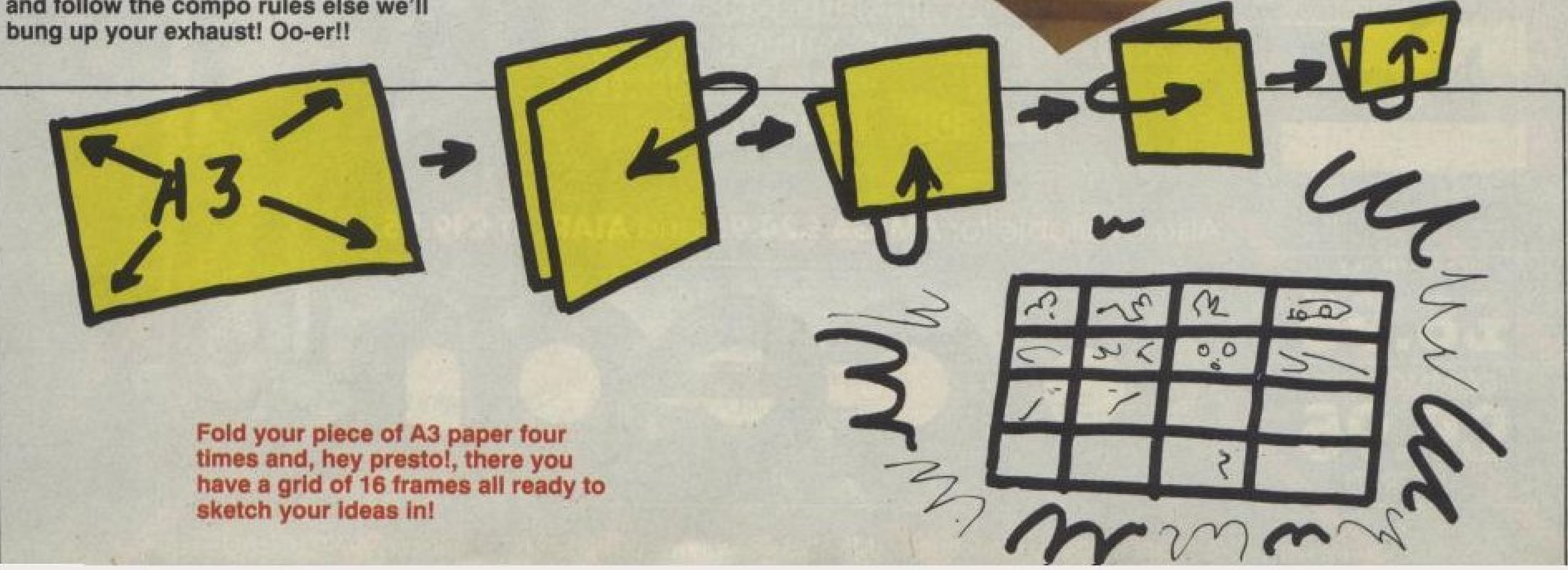
Anyway, why give away a car when Hard Drivin' is the next best thing to real stunt and racin' action? What you need is something to play Hard Drivin' on!! A TV perhaps?! And howsabout chuckin' in a snazzo CD system for background sound sensations? A brilltoid ideas no less!

So, up for grabs is a Ferguson 14-inch colour remote-controlled TV and a Ferguson 20-track CD player!! Hurrah! And to win both prizes you're goin' to have to do some creative thinking. Imagine you're creating a commercial for Hard Drivin' to be shown on the telly. Right? Well, stop imaginin' this very second and get your thoughts down on paper.

Draw your idea up in the form of a story board, like a comic strip, so the TV ad is split into frames. We want you to do your story board to a maximum of 16 frames; so the best way is to grab a sheet of A3 paper (or two bits of A4) and fold it four times so you end up with a grid of 16 squares. Draw a picture in each so, after a lot of sketching, you end up with a complete story — then add the words you want to go with the pics. (Gosh! This sounds just like Blue Peter! —Ed).

When you've finished write your name and address on the back and send it to: HARD DRIVIN' TELLY AD COMPO, CRASH TOWERS, PO Box 10, Ludlow, Shropshire SY8 1DB. **Entries by January 22 1990 at latest, and follow the compo rules else we'll bung up your exhaust! Oo-er!!**





Fold your piece of A3 paper four times and, hey presto!, there you have a grid of 16 frames all ready to sketch your ideas in!



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CRASH

READER'S AWARDS 1989

PICK 1989s SUCCESSES & WIN STACKS OF CRASH GOODIES!!

By jingo! That's another year over and done with, and what a year it was! Heaps of smashing Speccy products and, erm, quite a lot of rubbish as well. Now, here's your chance to voice YOUR opinions on the state of the Speccy throughout the year in this, our annual Readers' Awards! This year there are 13 award categories for you to name the winners in.

Not only do you get your say, but we've got ten stacks of CRASH goodies to give to ten lucky voters!! In the stack you'll find a 12 month subscription to CRASH, a t-shirt, a mug, a camera and probably a bit more! Just fill in your choices on the voting coupon along with your name and address and send it to: **READERS' AWARDS 1989, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.**

Get your voting forms here by January 17 1990, we'll announce the winners in a few issues time and you could be one of the fabby ten winners! Remember, starmakers, if opportunity comes your way don't knock it!!

HOW THE STARS ARE VOTING!!

Call 'em stars? Hurmph! To give you some ideas this is how the CRASH team are voting...(except Corky, because he was away on polling day!)

BEST GAME OVERALL

Oli ■ *Operation Thunderbolt.* Loads of violence!!

Nicko ■ *Batman!* Oh god! Everyone's going to say that!!

Richard ■ Easy! The game I've been playing for weeks and weeks! *Ghouls And Ghosts*! Yeah!

BEST COIN-OP CONVERSION

Oli ■ *New Zealand Story* was far too cute, I'm sticking with *Thunderbolt!* Oh. Hold on. *Silkworm* was excellent, the review under-rated it.

Nicko ■ Erm, ah, well. God! *New Zealand Story*, I think.

Richard ■ No problem. *Ghouls 'n' Ghosts.*

BEST LICENSE (not coin-op)

Oli ■ *The Untouchables* - magic!

Nicko ■ *Indy*. Good game that.

Richard ■ *The Untouchables.* Superbly produced and really playable, one of the years biggest surprises.

BEST ORIGINAL GAME

Oli ■ *Carrier Command* was a real achievement on the Speccy — the sort of game they said couldn't be done!

Nicko ■ *Purple Saturn Day*. Colourful, groovy graphics, heaps of playability.

Richard ■ Ooo, that little platform game. Thingy. Oh. Um. Dangerous. Yes! *Rick Dangerous.* Really good.

Vote For The Best!!

BEST GAME OVERALL
BEST COIN-OP CONVERSION
BEST LICENCE (not coin-op)
BEST ORIGINAL GAME
BEST ADVENTURE
BEST STRATEGY/RPG GAME
BEST GRAPHICS
BEST SOUND
BEST SOFTWARE HOUSE
BEST ADVERTISEMENT
BEST BUDGET GAME
BEST NEWCOMER
MOST DISAPPOINTING PRODUCT

NAME.......................................

ADDRESS...................................

....

POSTCODE.................................





BEST ADVENTURE

Oli ■ Have I played an adventure this year? Erm.. Oh yeah, *Polearn*, I liked that, very atmospheric.
Nicko ■ *Myth*. Highly amusing.
Richard ■ That natty game from Sheol Software. About a cornish town. *Polearn*! That really was excellent.

BEST STRATEGY/RPG

Oli ■ Without a doubt CCS's *Wellington At Waterloo* (I painted the cover y'know)
Nicko ■ Erm. Dunno. (Ten minutes later) Oh yeah! I know! *Times Of Lore*
Richard ■ Yeah, Nicko's right. Times Of Lore was good, played that for ages.

BEST GRAPHICS

Oli ■ Obviously *Op Thunderbolt*, very meticulously designed graphics, and incredibly fast!
Nicko ■ *Purple Saturn Day*. It so so attractive!
Richard ■ Dawn Drake (Ocean) has produced heaps of graphics this year, *Batman* certainly gets my vote.

BEST SOUND

Oli ■ Oh gawd! I can't think of anything that has been brilliant. Erm... CodeMasters' games always have good sound. Sorry.
Nicko ■ Anything by David Whittaker, cos he's about the only one who does Speccy stuff!!
Richard ■ The sound on *Ghouls 'n' Ghosts* was good, suiting the gameplay. Nothing has been really outstanding this year.

BEST SOFTWARE HOUSE

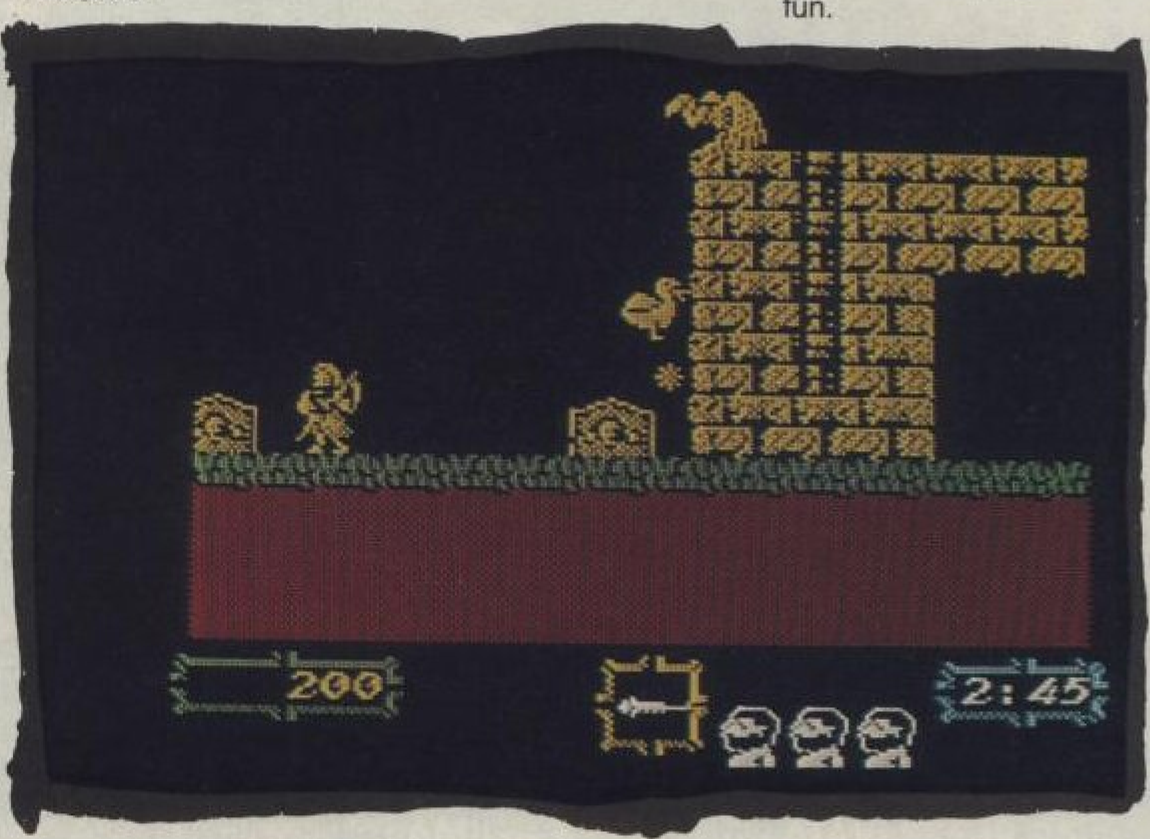
Oli ■ I'm sure Ocean stands a chance of winning, again: they've done exceedingly well. Again. But don't forget the smaller outfits. Domark, System 3 — CodeMasters have done very well this year with great games, and this latest CD pack should be a success story.
Nicko ■ It's always bloody Ocean isn't it?! Erm. Ocean. Again.
Richard ■ Well, Ocean have had a very good year. But just to be different my vote goes to Virgin, who have had a vast amount of good stuff, they've really got it together this year.

BEST ADVERTISEMENT

Oli ■ I don't have one particular favourite, though *Cabal* is good. Really, most of Bob Wakelin's illustrations for Ocean make a good ad.
Nicko ■ *Batman*. Yes, I like Batman. Probably didn't need advertising though, did it?
Richard ■ Difficult this one. But I think it goes to Electronic Arts for *Ferrari Formula One*, the one with Verrrroooom! right across it.

BEST BUDGET GAME

Oli ■ *Operation Gunship* by the Oliver Twins, superbly presented and very tough!
Nicko ■ *Treasure Island Dizzy*. Just very good fun.
Richard ■ There have been so many this year it's difficult to pick out one. Um... (has to think for several eons) *Gregory Loses His Clock* by Don Priestly. A graphical masterpiece!



BEST NEWCOMER

Oli ■ MGT for the SAM Coupe, but that actually hasn't been released yet. Looks good though!!
Nicko ■ Players Premier. A very good label with smashing games.
Richard ■ The Sales Curve which produced *Silkworm, Continental Circus, Gemini Wing* and a lot more for Virgin. An excellent performance!



MOST DISAPPOINTING 'THING'

Oli ■ The complete lack of games between June and October, there was hardly any product around.
Nicko ■ The Spectrum!! Haw haw! No. *Iron Lord*. Hyped a lot: I expected a lot from that. Sadly, it was not as brill as it was cracked up to be.
Richard ■ Magnum Light Gun. It's not that it's really bad, it just didn't live up to my expectations.

Crikey! Strong opinions or WHAT?! (Erm, what? —Ed) Find out who wins what for what and things like that in a few issues time when we report from the CRASH Readers' Awards PollWinners Party!! (Sounds familiar...)



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CABAL
wakelin
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SINCLAIR USER CLASSIC
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CRASH ZX SPECTRUM Live Circuit

Views ● News ● Jetman ● Forum ● Classifieds ● Winners ● As compiled by Lloyd!

For the last time in the 1980s here's Live Circuit. And with the Christmas hols on it may encourage YOU to put pen to paper to write a letter on all things Speccy. Remember, this is your forum to have your say. And there's a £40 software prize for worthy letters!

LETTER OF THE MONTH

SAM HOPE!

Dear Lloyd,
At last, the SAM Coupe has arrived, and not without a lot of excitement and debate. I've read stories of people selling their Amigas to move to the Coupe, and some complaints about the price of the new machine.

Several people are moaning that the Coupe is too expensive when compared to the likes of the Atari ST, and it's true that 512K Coupe with disk drive costs about the same as the 520 STFM. What many people seem to forget is that owning a computer is comparable to owning a car — it's not really the initial cost of the machine which is expensive, but the petrol and insurance and in the case of computers, the cost of software. At present the cost of 16-bit software is in the £20 - £30 range, while 8-bit games are in the £8-£15 region (for full-price). It's a big difference.

Secondly, a plea to software houses to support the Coupe. Now, I know most of the major 8-bit software houses (Ocean, US Gold, Activision etc) are likely to release several SAM titles, mostly along with the conversions on the Speccy and C64. But what about those software houses which predominantly cater for 16-bitters? Will they bother with the new machine? In short, will the games released for the SAM Coupe be simply flashy versions of 8-bit games with pretty graphics and nice sound, or will we see more advanced games?

If the Coupe is to succeed it is vital that its advanced features are used properly by the software houses. They must not use the machine's Speccy compatibility as an excuse for not bothering to do anything more adventurous for the machine. Of course, more advanced games may have to be that bit more expensive than the run-of-the-mill stuff, but the extra would be money well spent.

MGT have got everything right it seems, and the machine certainly deserves to succeed. I



hope the software houses are imaginative enough to treat the Coupe with the respect it deserves, and not as 'just another 8-bit machine'. Will we see Damocles on the Coupe? (Pleease Novagen!).
David Clark, Kilconquhar, Fife.

Already some software houses, including US Gold, have promised SAM Coupe games, and MGT are confident that it's very simple to convert a
Spectrum game into a special SAM format making use of the sound and graphic capabilities. Actually, your question about SAM Coupe games being 'just' souped up with flashy graphics and sound is quite amusing, because that's what a lot of Atari ST and Amiga games are!! Whether predominantly 16-bit software houses, or even the majority of 8-bit producers, will release games for the Coupe, we can't say as yet; at the moment it's a situation of 'wait and see'how large the sales of the Coupe will be. Anyway, here's hoping that software houses take note of your comments and apply them to any SAM Coupe games being planned. And if they do, you'll be able to spend your £40 software voucher on SAM Coupe games because you've won Letter of the Month!
LM

Have you got your Sam Coupe yet? If you have, write in and give us your thoughts on the machine — we're waiting to hear from you! letters to: LLOYD MANGRAM'S FORUM (SAM), LIVE CIRCUIT, CRASH, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.

SAME OLD 0890

Dear Lloyd
As I was reading issue 69 I turned to the budget games section. There before me was the perfect game to buy, Operation Gunship. I went to my local computer stockest, but unfortunately they didn't have it. A month later in issue 70 I turned to the last page, there was the perfect chance to win Operation Gunship. All you had to do was ring a number and answer three questions, easy. I asked my parents very politely if I could use the phone, I then rang the number and waited for the questions. All I got was someone talking about their visit to Ocean software, THIS WAS LAST MONTH'S. I was utterly appalled, do you trick your readers into ringing bogus numbers?.
John Harris, London

This is all a bit strong isn't it? The only problem was that the recording of the new script for the phone-in quiz was a little
late (script reader gone on holiday, I'm told). But, hopefully that shouldn't happen again.
LM

LOST OUTRUN

Dear Lloyd
I am writing this to ask you first of all what has happened to Outrun Europa from US Gold. There was a preview in the May issue, but the game still hasn't appeared in your review section. Usually the game is reviewed the next issue, indeed the preview stated that the game was due for release in June, but the game seems to have vanished. Has it been released, if so why didn't you review it, or is it still in production and due on the streets in the near future. I hope you can help me as from the preview it looked like a very good game, and as I have Outrun I would like to get the sequel.
And a long time ago there used to be a cartoon adventure called Terminal Man which added to the variety of CRASH and made a good read. I'm not asking for the same cartoon back, but it would be a good idea to come up with something similar, but perhaps this time a bit more serious. Final question, can you suggest where I can get my hands on a good machine code editor and assembler for the +3.
D A Alcock, Leicester

As far as we know Out Run Europa has been cancelled following the announcement of Turbo Out Run a couple of months back, and by all accounts Turbo should be a hell of a lot better. Terminal Man may make a return one day, when Oli hasn't got to do five jobs at once. And as for a +3 Assembler, try asking at your local independent software shop, they'll be able to check with distributors.
LM

SUPERMUM

Dear Lloyd
As a new starter (at 25 years old) with my second hand 48K Speccy I thought myself quite clever as I completed Arkanoid I and II. That was until my mother got Speccy hooked. I'd been playing Zybex for about a week and was nowhere near the end, then she came along and on her second attempt went straight through to the end. Needless to say I haven't played Zybex since.
Terry Young, Choppington.

That's nothing. My cat can play Renegade better than I can.
LM

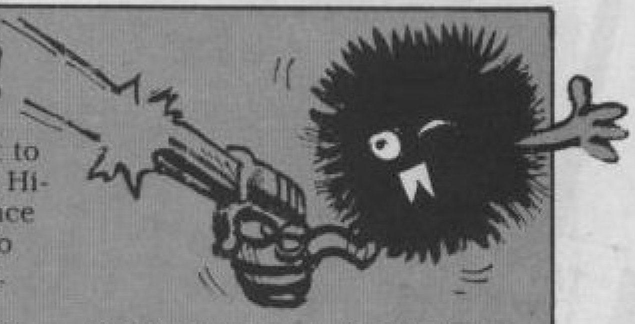
RSPCFT!!!

Dear Lloyd,
I'm writing this letter for the sake of those little black flyffy things wandering round CRASH every month. I think you ought to be more careful about their safety. Last month (p.29) one fluffy thing was being chased by another with a chainsaw! And on page 73 another was being clobbered with a snowball (poor devil). I'm sure they don't appreciate this, so if you don't do anything about it I'll report you to the RSPCFT (Royal Society for the Protection of Cruelty to Fluffy Things)!
Robert Western, Penarth, Wales

How do you know fluffy things don't enjoy bashing each other about? Anyway, they're Olibugs — after their original creator, our (grovel) esteemed Ed.
LM

Do you have any world-shattering opinions for 1990? Don't keep them to yourselves: bore everyone else with 'em! Write to Lloyd Mangram,Live Circuit, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB, and hope the snow has not cut us off from the rest of the universe.

HI-FIRE!



Gotta high score? We want to know about it! Yes! This is Hi-fire where you can announce your galactic domination to the entire Speccy universe. And what's more, we'll be pulling a name from the hat each month and awarding a high-scoring hero £40 of software!! Yayyyy! So play mean and get yourself a high-score and send it, with a photo if possible, to: **HI-FIRE, LIVE CIRCUIT, CRASH, PO Box 10, Ludlow Shropshire SY8 1DB.** And remember, there's £40 of software to be won every month!!



PIRACY IS THEFT

...as you all should very well know. And just to remind you ELSPA (European Leisure Software Publishers Association) have launched a new campaign. Pages are being donated free of charge by loads of mags, including CRASH, for ELSPA to print the Piracy Is Theft advertisements. The message is now incredibly important, especially for Spectrum owners, as software houses are beginning to cut down on the amount of Speccy games released. This is due to the fact that sales of Speccy games are getting so low, because of the amount of piracy, software houses cannot pay the programmer a fair wage. (Sob!) What would the 90s be without Speccy game thrills?!

CRASH says don't copy a game because not only are you now breaking the law, but if you copy a £10 game, you are depriving the following people: Your are depriving your local store keeper of about £3.00 (the cost of a doctor's prescription); depriving the distributors of £2.00 (about the cost of employing someone for 30 minutes); depriving the software house of £3.50, (the cost of 10 A1 colour posters which you'll be only be too happy to grab off their stand at the PC Show for free), and the programmers of £1.50 (the cost of a loaf of bread, and a pat of butter). Put in those terms it does sound criminal doesn't it? More information on the subject can be obtained from FAST (Federation Against Software Theft) on 01 240 6756.

CARTOON CORNER!

(It's the corner where japery abounds!) Drawn a wacky Speccy like cartoon? Don't know what to do with it? Then naff off! If you know what to do with it, you'll be sending it here! Because this is Cartoon Corner (it's the corner where japery abounds) and we'll select the best and funniest cartoon sent to us every month and awarding it £20 of software!! Hurrah!! Send your scribblings to: CARTOON



CORNER, LIVE CIRCUIT, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB. Byeee!

DIE NASTY?

'Blake! Blake, my darling!' What is it Crystal? 'Is it true? Oh! (sob, sob) Tell me it's not!' What is it, my darling? What has upset you so? 'Oh! (Sob, sniffle) That you fathered Alexis' new game Dynasty Wars?' Crystal — I just didn't know how to break it to you. (Enter Alexis) 'So!!' Alexis! 'Crystal!', 'Alexis!', 'Blake!', ALEXIS!! 'Ha! Ha! It's not your game Blake!!' Alexis!! 'Oh, Blake!' (Crystal faints) 'No! I love another!! You were just cheap money Blake!!' Alexis!! 'US Gold fathered my game!' What! (Enter US Gold) 'It's not your game, Alexis!!' 'Whaaaat!!' 'No! It's mine and it's an Oriental slash-'em-up on a grand scale, converted from the coin-op by Tiertex and it's due to be born iin mid-1990!'. 'You traitor!'. 'Ha ha!!'. Blimey!

WHAT'S ALL THIS THEN?



It's a magazine, innit? Ah, yes! But not any magazine. No, this is the Complete Computer Entertainment Guide! A handy

mag for anyone who's new to computing! Lots of great stuff to get you started on graphics, joysticks, music, communications, education, service, books and, naturally, games!! Out now it costs £1.95 and makes an ideal Chrissy gifty for anyone you know who's getting a Speccy in their stocking!!

COMIX

We've banned him reading My Little Pony monthly, but there's plenty of other 'gerrooovy' comix, as Mark Caswell discovers

Fantastic Four
Marvel, 70p Monthly
These guys swap their line up around almost as much as The Avengers. Reed 'Mr Fantastic' Richards, Sue 'Invisible Girl' Richards, Johnny 'Human Torch' Storm and Ben 'The Thing' Grimm make up the super hero team who've been thrilling kids for years.

True believers among you will already know that the FF gained their powers whilst manning an experimental spaceship: cosmic rays penetrated their bodies and changed 'em for good. Reed Richards gained the ability to stretch his body, Sue Richards can turn invisible, Johnny Storm bursts into flames and bashful blue eyed Benjamin Grimm means what he says when he shouts 'it's clobbering time' — he turns into an orange rock pile! Many baddies have attacked them and their HQ over the years (it used to be the Baxter Building, but that was destroyed), but Truth, Justice and the American way have prevailed. Action-packed and well drawn in the traditional US style, this colour comic is well worth a look.

The Sleeze Brothers
Epic Comics, 65p Monthly
El'Ape and Deadbeat are the Sleeze Brothers, two ex-cons turned private eye. The Big Apple is a city floating in the intergalactic void where the minority of rich inhabitants live in the 'civilised' sector, whilst the other 99% live in conditions that would probably shock the most flea bitten rat. It is here that the Sleezes make their living, and not all the jobs they take on are above board. Sergeant Pigheadski, a two headed minion of the law is out to catch them, although in the best traditions of a certain bungling French detective, his plans don't always go right. The Sleeze Bros bear more than a passing resemblance to the Blues Brothers, right down to the pork pie hats and cool dude shades. The misadventures of these lovable rogues with their strange humour and detailed and funny drawings make for compulsive reading — once you get into the style.



More strip stuff next month!

THE CORK REPORT

Mark 'Corky' Caswell, ever pushing the limits of journalism and our patience, pops down the road to use the phone and finds out what software treats are in store for next year...

Eee, come on team, I know it, I know it. Yes, the squeaky-voiced footy fanatic is back thanks (we think) to Audiogenic: Emlyn Hughes' Arcade Quiz is almost here. Can you answer such trivial questions as 'Who was the world's tallest man?', and 'What was Judy Garland's real name?'. If you're a clever clogs maybe you can. Find out early in the new decade when the game appears, and no peeking at the answer cards.

Also on the way from Audiogenic and scheduled for an early 90 release is Wreckers, the story of a galactic lighthouse attendant's fight for survival against nasty little alien creatures. Quite why they've chosen your lighthouse to attack isn't made clear, but expect a preview of both games next month.

Back To The Future II starring Michael J Fox is pulling the crowds at the movies, and by next summer the antics of Marty McFly in both Back To The Future II and III will be pixelated by Mirrorsoft and whisked onto your computer. The game will cost less than a brand new De Lorean we are assured, so keep your eyes peeled for more info soon.

After Vendetta System 3 are to go cutesy with Flimbo's Quest. Flimbo's girlie has been kidnapped by a horrid Professor, and is being held in a seven load platform world filled with nasty mutated creatures and lots of danger.

Shadow Warrior is one of the next arcade projects underway from Ocean and all about a Ninja tired of kicking his fellow countrymen. Pastrami, hot dogs and the Statue of Liberty (in that order) beckon — end result: punch-ups with all manner of scum in the streets of New York. Serves him right, he should have stayed at home.

Talking of punch-ups: System 3 have just announced the Easter release of Last Ninja II - The Special Remix (sounds a bit like Thalamus and Sanxion: the Spectrum remix). Apparently the game has been given better graphics, sonics and heaps more playability.

After last month's news of Virgin's Dan Dare III, we note that a second Judge 'Old Stoney Face' Dredd game is under development, along with the Saga Of The Silver Surfer. Both games are due for release early next year and whilst we all know about Dredd, The Silver Surfer may not be too familiar to most of you. He's an alien named Norin Radd, who after being exiled from his home planet became herald to Galactus... blah, blah... comic waffle... blah..(Snip! —Ed)

The sequel to Carrier Command is almost here, called Battle Command. Programmed, like the original, by Realtime, Ocean are releasing it early 90 on 16-bit. Let's hope it doesn't take as long as its predecessor to appear on the Speccy! Also from Ocean will be Nightbreed, based on the Clive Barker movie that made Ocean's Software Manager, Gary Bracey, a star (or rather didn't —Ed). The movie which 'contains more monsters than any other film before' will appear on the big screen at Easter and so should the game.



CLASSIFIEDS

WANTED

Wanted: Mad Doctor. Willing to swap either Outrun, Infiltrator, Trap Door or buy with cash. Telephone 632051 or write to 151 Broad Lane, South Wednesfield, W. Midlands WV11 35B.

People for tape fanzine work. Especially wanted: Tips Writer, Adventure Writer, Cover Artist. Thomas Vanner, 49 Antrim Road, Lisburn, Co Antrim, Northern Ireland BT28 3EB. Phone (0846) 671250. All applications answered upon day of arrival.

FOR SALE

128 +2 software over £150 inc. titles such as Platoon, Night Raider, Football Manager 1 + 2, Target Renegade, Conflicts 2 and many more. £30 ono. Contact Martin, 114 Anthony Drive, Norwich, Norfolk NR3 4ES or tel. (0603) 406971.

Spectrum +2, boxed, excellent condition, £400 worth of software, Kempston interface, joysticks. Total set worth £690, asking just £250 ono. Contact Mr D. Rimington, 27 Ramshead Gardens, Seacroft, Leeds LS14 1BZ.

Speccy +3, Multiface, joystick, disks, loadsa games inc. Operation Wolf, Robocop, Elite etc., leads, manuals, tape lead, boxed, £190. Sega System, junction box, leads, joysticks, games inc. Outrun, boxed £65. Tel: (0600) 3603 after 4pm.

Boxed, Spectrum +3, inc. manual, joystick, Multiface 3 (with through port), tape recorder, leads, 70+ games £190. CP/M Plus, Mallard Basic and other serious s/ware available, with full documentation. Phone Paul 0705 250459.

Spectrum tapes, games from 50p, good variety. Send SAE for list. Plus Astrology Electric Ephemeris Amstrad PC1512 disk, for instant birth charts progressions, offers over £50. Hyfield, 5 Hendra Barton, Truro, Cornwall TR1 3TL. Genuine reasons for selling above goods.

Games for sale. Send a SAE to: Barry Dunlop, Collierhall Farm, Douglas Water, Lanark, Scotland. Games like Matchday II and Dan Dare II for less than half price.

MGT Plus-D with 3.5" disk drive £100. 3.5" disk drive £50. Over 100 48K Spectrum games £40 (games on cassette). 48k Spectrum needs repair (new keyboard template and membrane) with joystick interface only £25. Phone Mark on (0273) 505265.

CRASH issues 1 - 63 including all freebies etc. All in good condition. Won't split. Will take best reasonable offer. Contact Gareth on (0837) 840641.

Spectrum 128, Microdrive, Ram Turbo interface, Interface One, Multiface 128, data recorder, 2 joysticks, 80 original games. Will take best offer around £150. All boxed. Phone Gareth on (0837) 840641.

Spectrum +3, Multiface 3, Epson FX 80 printer, 20+ disks, 60-games, Tasword +3, leads, all manuals. Bargain at £350. Ring 01 651 3778.

Spectrum 48K+, loads of games, Wafadrive, sound sampler, cassette deck, manuals, leads etc. Worth over £550, sell for £130. Phone 01 644 1647 and ask for Stephen.

Sinclair Speccy +2 worth £130 will sell for £100. Plus games worth £300 sell for £250. Please, please, please call quick. Combined price £330. Perfect condition. Phone Glamis (030 784) 400. Ask for Chris.

Spectrum +3 for sale. Excellent condition with tape lead, manual and over £200 worth of games. Worth over £400, will sell for £150. Phone Peter after 6pm on (0483) 34612.

Lucky Dip! At least seven Spectrum game cassettes for only £10. Several batches available. First few will include one or more premium games. Cash with order to Robin Triggs, 22 Sherwood Close, Bingley, West Yorkshire BD16 3EL.

Spectrum +2 for sale with music machine (both boxed) and over £250 worth of games and over £100 worth of mags. Worth £570; will sell for £275. Phone (0482) 890237, ask for Martin after 6pm.

Spectrum +3, Multiface 3, over £300 software including Batman The Movie, Carrier Command etc. Also includes blank disks, disk box and tape leads. All boxed and in good condition. Worth £600, sell for £170. Contact (01) 953 0225 after 5.30pm.

Sega Master system, lots of software & light phaser, Sega control pad, full boxed rapid fire unit. Worth £350, will sell for £250. Excellent condition. Contact Charles (0491) 652020, Cholsey, Oxfordshire OX10 9PA.

Atari VCR 2600 games computer plus 20+ games. Very good condition. Only £40. Tel: 0737 557657.

Sinclair 128K, desk, chair, Interface 1 & 2, two m/drives, Multiface 128, two cassette recorders, games, books, cheats, twenty cartridges etc. £300. Ring Keith on 04023 71564 (Romford area).

Spectrum 48K, Teletext adaptor, Multiface One and a Tandy backup hardware, Timex printer, data recorder, joystick + interface, hundreds of games. Advertised before but not sold due to time wasters. £250 ono. Southwell near Nottingham. Tel: (0636) 812125. Ask for Duncan.

COMPO WINNERS

Prizes ahoy! Did you enter a compo recently? No?! You fool! You could have been a compo winner just like all these people. Take this lot for example: these five have won a copy of The Untouchables on video and a copy of the game from Ocean!!

Stephen Leigh, Stockport SK5 8JF; Richard Rodway, Basingstoke RG26 6SZ; Michael Neal, London N1 5TD; Stephen Lee, Edgware HA8 5DP; Steve Adams, Royston SG8 5DW.

And these 15 runners-up have won a copy of the game: Ben Baker, Coventry CV7 7NX; Robert Davies, Sutton Coldfield B73 5LE; Stephen Watkins, Corwen LL21 9DH; James Pritchard, Brignorth WV16 5EX; Alex Miles, Colchester CO3 3RB; Colin Dingwall, Lochwinnoch PA12 4AZ; David Hall, Reading RG7 3HF; Vicky Hazeldine, Barnsley S71 5QU; Ben Connolly, East Boldon NE36 0LT; Stephen Haywood, Nottingham NG5 5JG; Simon Rackstraw, Washington NE38 9EL; E J Chun, Galgate LA2 0NQ; Royston Bayliss, Chaddesden DE2 4JN; Geraini Grant, Cardiff CF4 1DE; Darren Marklew, Kingswinford DY6 8JF.

Do you Stick It Up With Powerplay? You may have won! The Winner who receives an Amstrad Satellite System consisting of a dish and tuner is Keith Fryer, Warminster BA12 8LY.

And 20 runners up who each receive a Crystal Joystick are: Phillip Bewick, Carlisle CA5 3PQ; Lee Tottersall, Bury BL8 2EB; Scott Wilkinson, Notts NG17 7EL; Peter Welch, Essex CM8 2XR; I. Plimmer, Merseyside WA12 8SD; G. Mercuri, Chesterfield S40 4EQ; Alastair Cushion, March PE15 9SS; Richard Davis, Tyne/Wear NE38 OPE; Ian M. Blackhurst, Merseyside L25 1NX; Malc Sims, Kent CT1 1YF; David Jolley, Wigan WN2 1SB; Nicholas Welburn, York YO3 8YU James Newman, Surrey GU17 7QD; Edward Reed, Pembroke Dock S72 4UL; Richard Karpa, Oxon OX6 7DX; Simon Twomey, Ipswich IP1 5JZ; Sudip Samamta, Essex RM11 2TH; Stephen Haigh, Cornwall PI31 1EH; Jon Sendel, Sheffield S.Yorks; David Asson, Nr.Wigan WN5 7PW.

Or how about the phone-in compo where you could have won a copy of CodeMasters Operation Gunship? These people have!

Merfyn Jenkins, Gwynedd LL64 5QR; Peter Harkess, East Lothian EH32 OBS; Colin Davison, Newcastle NES 1SR; Alan Scrivens, Surrey KT9 1JZ; Michael Bible, Norwich NR3 4PN; Colin Macdonald, Dundee DD5 4RZ; Clare Jones, Ealing W5 2SJ; Andrew Younger, Oxon OX9 3YT; Robert Bailey, Merseyside WA12 ODR; Michael Baines, Salford M5 2ET; Mr. C. Lawton, Birmingham B38 9DX; Crash Reader, Redditch B98 OEZ; G. White, Doncaster DN3 2LB; Andrew Gould, Swindon SN1 5DB; Matthew Williams, Surrey KT12 1LL; W. Burton, Kent BR2 OEX; Liam Lukeszewicz, Pontefract WF9 5NH; Paul Badford, Cumbria LA14 3YE; Daniel Nixon, Stafford ST20 OBJ; Thomas Vanner, Co. Antrim BT28 3EB; Robert Butler, Beaconsfield HP9 1XW; Michael Harvey, Edinburgh EH6 4NJ; Mark Strange, Sussex TN33 9QE; Colin, Kent DA9 9JL.

You're obviously a bunch of thickos because we offered 50 prizes but only this lot could come up with the correct answers!!

More lucky names next month — maybe you?

Spectrum +2A, over £500 worth of games incl. Microprose Soccer, Tracksuit Manager and more. With Cheetah joystick. All for just £350 ono. Phone (0582) 882295 after 6pm. Ask for Ian.

Spectrum 128K +2, 10 months old, original box and manual, joystick, lightpen and over £100 of software. Reason for sale: Upgrading to business computer. Phone (0202) 761163.

Light pen and 46 games for sale. Light pen and compatible software are only £10. And price lists are available for the games. (approx. price £1). If interested, then please contact Kevin on (0803) 62188.

PENPALS

USER GROUPS

Utilities, programming help, graphics, info, practical homegrown software for serious users on +3 disk, Disciple/+D, Opus, microdrive, cassette. "OUTLET!" (Monthly since 1987!) Latest issue £2.50 to newcomers only! R. Cavers, 605 Loughborough Road, Birstall, Leicester.

Do you need sprites, scrolling, fast running programs? Then learn machine code with ACTION TAPES! Tape 1 for the complete beginner includes demos for sprites and scrolling, and all for just £3. Try it! Nick Lewis, 52 Kyle Crescent, Whitchurch, Cardiff CF4 1SU.

FANZINES

ENIGMA 4 out now! 300K of 100% m/code, news, review, screens, hacks and hints. Exclusive interview with Mike Gerrard. All for only £1.99 (£1.50 + blank C-90). For Spectrum 128/+2/+3. From 'Enigma' (Mail Order), 15 Westfield Road, Inverurie, Aberdeen AB5 9YR.

GAME BUSTERS. Over 26 A4 sides containing 200+ pokes, maps, cheats and solutions for only £2 + 50p P&P. Free Ocean game for first 10 replies. Cheques or PO's to S. Clark, 25 South Road, Saffron Walden, Essex CB11 3DG.

EVENTS DIARY

Closing down sale!!! All 'Cairnpokes' pokes, maps, solutions, adventure maps + solutions and more - must go!!! Over 50% off everything!! For catalogue - 40p + SAE:- Cairnpoke, Glenfield House, 246 Comber Road, Lisburn, Co Antrim BT27 6XZ. Must end soon!!! Free competition with catalogue!!

MISCELLANEOUS

Christmas Greetings from Vinsoft! KNOCKOUT - Boxing - Strategy + Simulation - 12 opponents, speech, joystick, great colourful graphics + more! Only £1.99!! GRAND PRIX RIDERS - 100% fast response menu driven strategy, realistic, save/load game, sponsors, bank, weather + more! Only £2.99!! *NEW* SPI-DROID - a compulsively addictive "Marble-Madness" clone - amazing graphics, colour + sound! 30+ screens, 3 skill levels, hi-score table, joysticks, define keys, aliens, lifts, holes, Killer Bubbles + more! Overall : 80% C.C.C. Nov 89! Only £2.50!! *VINSOFT'S XMAS '89 PACK* An ideal Xmas present for all tastes; all 3 aforementioned games for only £6.50! Inc. P&P!! (Chq/PO/cash) - Months of fun! We'll also giftwrap it at your request! Offer closes Jan 25th. Hurry! Payments to: V. Vity, 11 Willow Gr., Bare, Morecambe, Lancs. LA4 6JJ. Please state Crash. PS: Rudolf The Red Nose Kangaroo had a very shiny rhubarb!

Soccer PBM, match reports, league and lots of cup competitions. Cash and other prizes to be won. Turns weekly. For free Start Up write to Top Teams, 61 Cadle Place, Portmead, Swansea SA5 5NE.

Fantasy Software has now four new games on release. For full details send a SAE to R. Johnson, 43 Russell Road, Gravesend, Kent DA12 2RT.

Compilation tape of high quality programs for your Spectrum. Arcade and Adventure normally sold separate, but as a special launch offer to readers of Crash only £6.99. Cheques payable to: Philip Downey, Fairbanks, School Lane, Great Leighs, Chelmsford, Essex CM3 1NL.

Build your own arcade machine using your computer and television. Easy to build. Playing games will never be the same again! Send a SAE for free information: Mr S.J. Howlett, 58 Beacons View Road, Clase, Swansea SA6 7HU.

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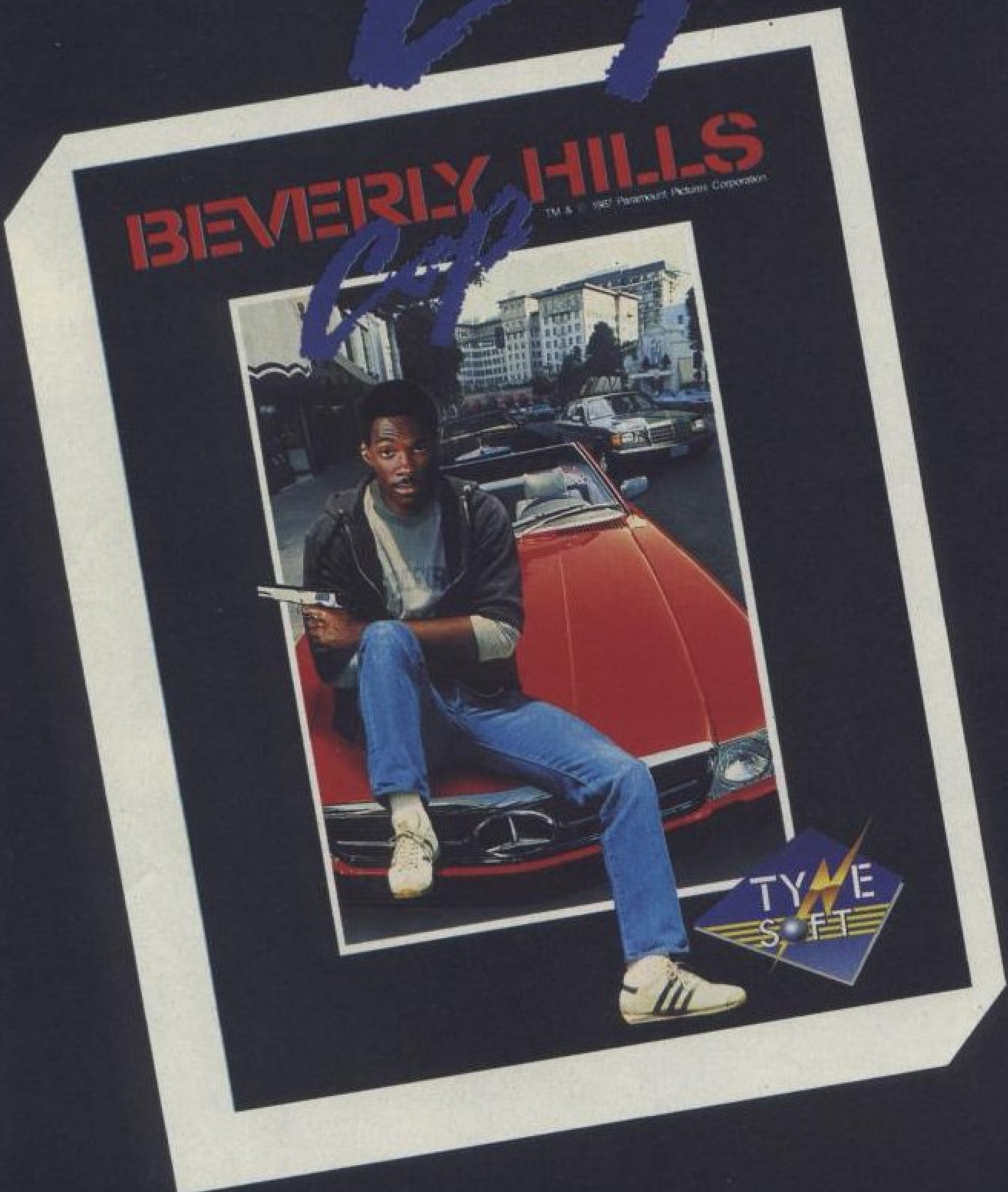
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BEVERLY HILLS Cop













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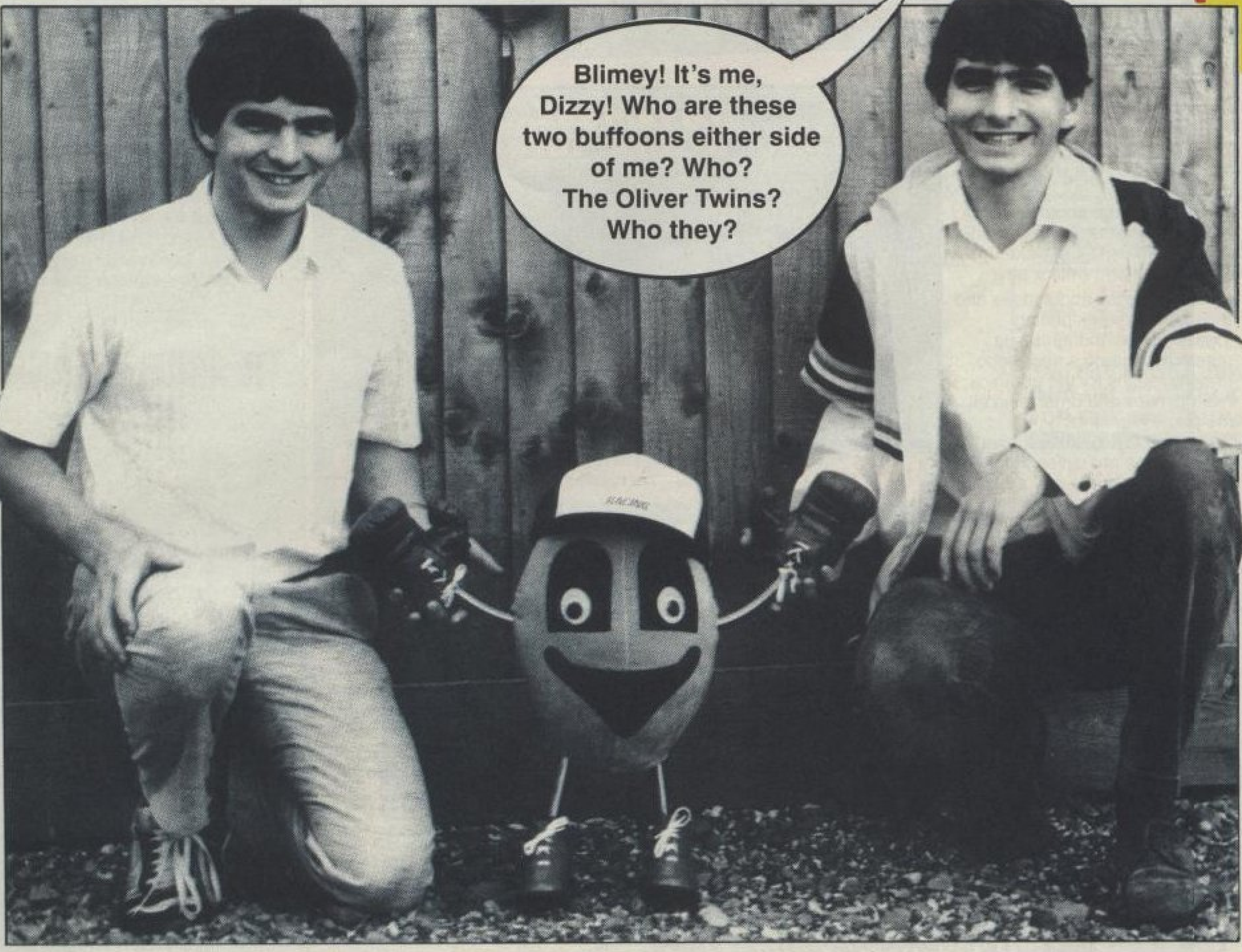
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THE PHENOMENON THAT IS DIZZY!!



That ever potential omelette Dizzy is an eggstraordinary little fellow, isn't he? Created by the now 'famous' Oliver Twins he's won the heart of around a million games players, putting his popularity up among the Robocop stakes. Now the Twins have finished Dizzy's third epic, Richard Eddy begins to wonder whether the nation isn't going completely potty!



The Oliver Twins (Philip and Andrew) are renowned for being loud, enthusiastic and quite pleasantly dotty, so there's no point talking to them unless you've psyched yourself up for it. Right. Here goes. 'Hello? HELLO!' bawls an Oliver Twin down the CRASH blower, 'It's Philip! Hello!! Sorry, it's only me!! You've only got one twin to speak to!! Andrew's really ill!!' (a noise of coughing, spluttering and general illness comes from the background).

Right then. Hello Philip. So, tell me, has the nation really gone Dizzy dotty? 'Oh yes! Completely! Hundreds of thousands of people are playing the *Dizzy* games. He's probably the most popular character ever created on computer. He's better than any licensed character y'know!' Really? 'Oh yeah! Y'know we had a game called *Fast Food* which was released not long after *Dizzy II*, well that had a 'guest appearance' by *Dizzy* and it really made the game. It sold even more than the original *Dizzy* did. He's great!'

Good grief! Is there any way to save the nation's sanity? 'Well, it's a bit late now, isn't it? But, did you know that *Dizzy* nearly never happened?' Gosh! Pray, tell.. 'Before *Dizzy* we were mainy producing action games, y'kow — all the simulator types. Aid then we did this game callei *Robin Hood* (fun platform jaie) which was followed up by *Gost Hunters*. They were quite different. The main charactes in both games were men, but ve were fed up of drawing and animating people, so I tried

something else. I drew up this egg-shaped blob with arms and legs and thought: 'Dizzy'! And that's how he was born.

'We implemented Dizzy into *Ghost Hunters* with all his animation of running and jumping and showed it to Richard and David (Darling) at CodeMasters. But they weren't too happy with it, thought it wouldn't work, but said to come up with a game idea and then show them again. So we did, and they put it out as an experiment. And it sold like hot cakes!! It was just sooo popular and was in the charts for ages.

'It was then that we realised we had given the younger group of games players something ideal — *Dizzy* was fun, graphically very good, entertaining, cheap and most importantly cute. Both *Treasure Island Dizzy* and *Fast Food* were then created with the same objectives in mind and it worked. Hence the new CodeMasters label **Cartoon Time**, created especially for fun games like *Dizzy*: it should be very popular!'

How do you go about creating a new *Dizzy* game? 'We do think about it! We don't just wake up one morning and write a new *Dizzy*. We knock about ideas and then spend a week putting together all our thoughts and research to create a new world; drawing roughs for the graphics, making maps and organising all the puzzle elements.

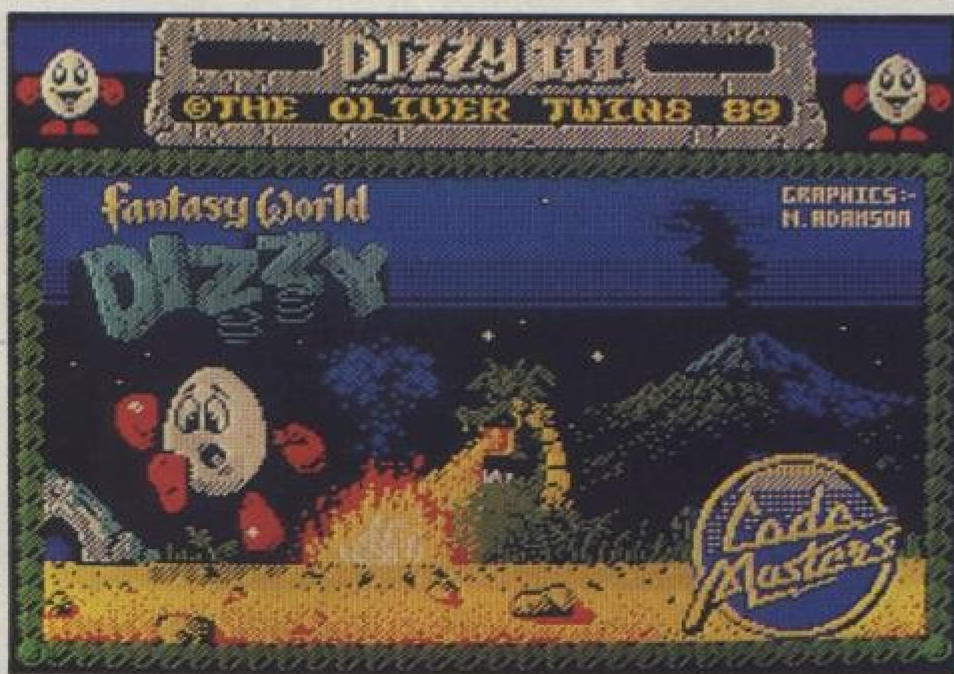
'Though saying all that, after deciding on a gameplan it doesn't take that long to actually program the game. *Dizzy III* was written in 29 days in September!! We didn't rush it, but it was enjoyable to do, and I'm very pleased with the end result.'

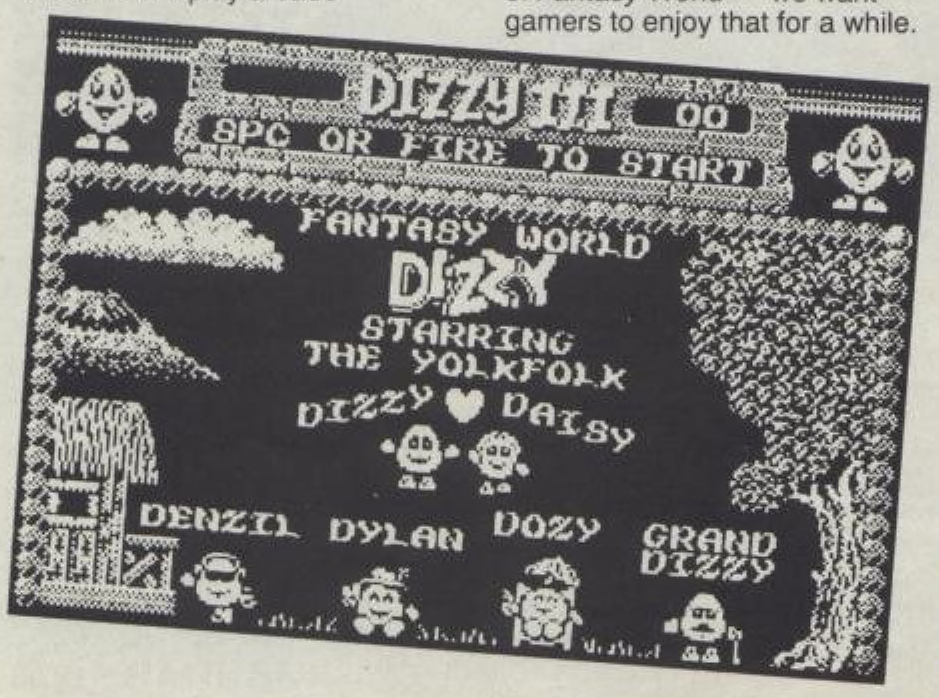
Do you ever go back and play the previous *Dizzy* games? 'No! It makes me feel guilty — playing games is so much fun that I think it isn't work, so I tend not to. Anyway, after three days play-testing a game non-stop, testing every nook and cranny, there's not a lot left for me to discover, is there?! I will play arcade machines, as research obviously.' (Hem, hem).

Now Dizzy's in his new adventure, *Fantasy World*, what's he going to be getting up to next? 'We don't want to spoil the excitement at the moment. It'll probably be another year before Dizzy returns again — he's in need of a holiday! No, but seriously, bringing out another adventure would dilute the effect of *Fantasy World* — we want gamers to enjoy that for a while. Though, for the next game, we're toying with the idea of a *Superhero Dizzy*: that might be on the cards next'. In the meantime you can expect to see Dizzy making a few more guest appearances!'

Phew! This Dizzy milarky could drive you bonkers! Before you know it you'll probably see Dizzy badges, t-shirts, pillows, mugs and books popping up all over the place!! 'Erm,' says Philip, 'funny you should say that because...' ARRRGGGGHHH! Haylp! No! I can't stand it! I'm seeing Dizzys before my eyes! Yibble! Yibble!! Where's me Dizzy hot water bottle, nurse? Nurse!! Yibble!! (Straight jackets ahoy!! —Ed)







HE'S EVERYWHERE

Play the CRASH version of Dizzy II on this month's tape and check out CRASH 65 for Dizzy — The CRASH Edition on the Powertape cassette!



DJ Nicko's Crucial Guide to the Phenomenon That Is Dizzy!!

DIZZY

Hit The First

'The animation is excellent, the graphics are brilliant, with colour complementing them perfectly; sound is well used with a good tune at the start and spot FX an tunes in the game. I can't find ANYTHING nasty to say about Dizzy, it's just so addictive and neat.'

85%

TREASURE ISLAND DIZZY

Hit The Second

'The graphics on the island are all cartoon-style with an impressive amount of colour and great detail. The Dizzy sprite is the same as in the original game with all its jumps and cute little rolls. It's this cuteness coupled with the playability that makes it so addictive. The puzzles in the game are just at the right difficulty level. I guarantee you will get hours of fun out of this game, a must for everyone's software collection.'

87%

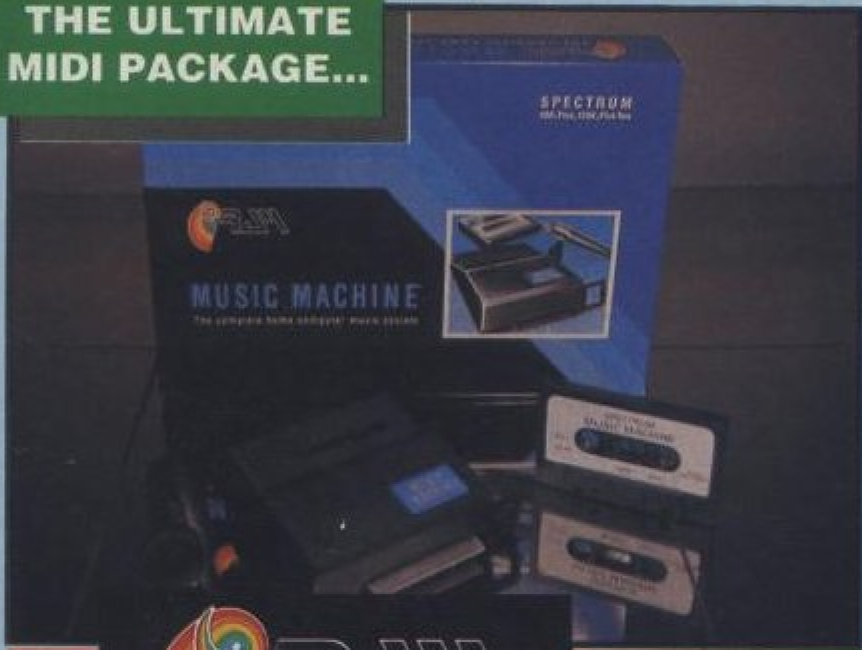
FANTASY WORLD DIZZY

Hit The Third

'This is just brilliant — the perfect cartoon caper and definitely the best Dizzy game yet. The puzzles are easy to start with and get progressively harder, but that makes the playability just right! Graphics are of a very high standard and.. Oh! Flip to page 56 and read the Smashing review!!'

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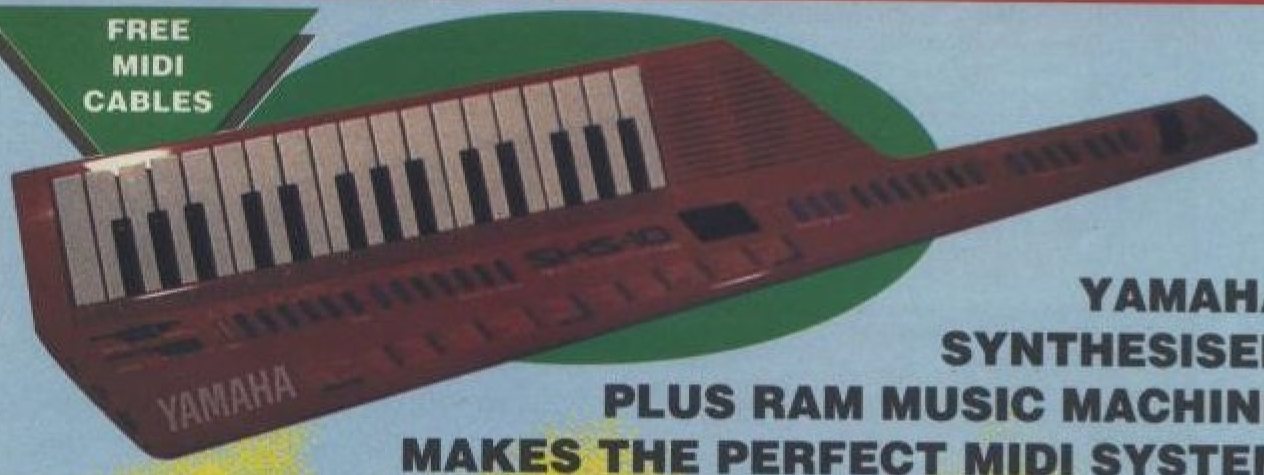
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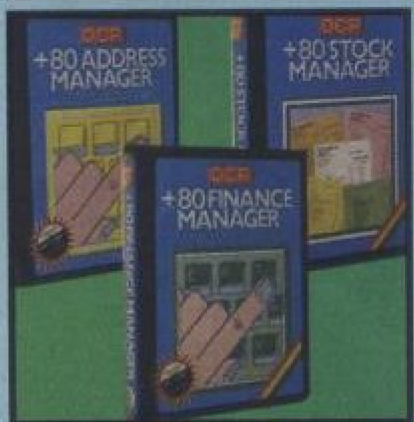
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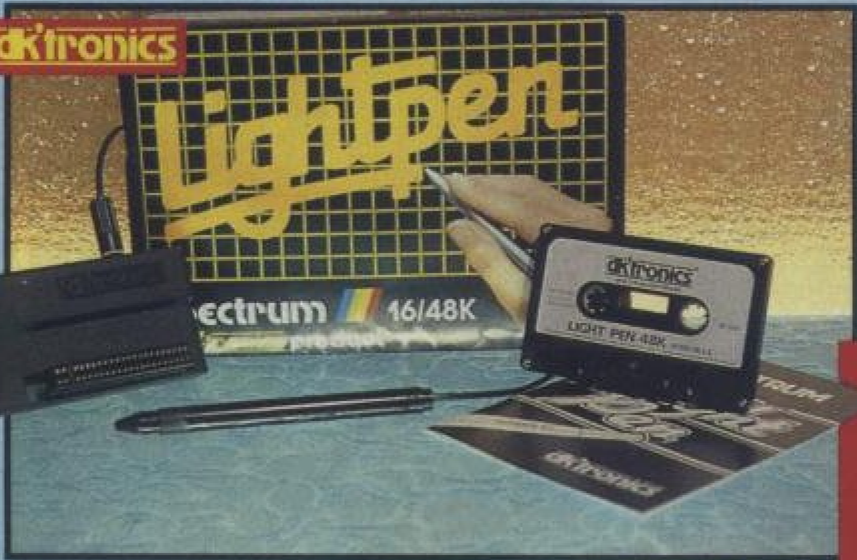
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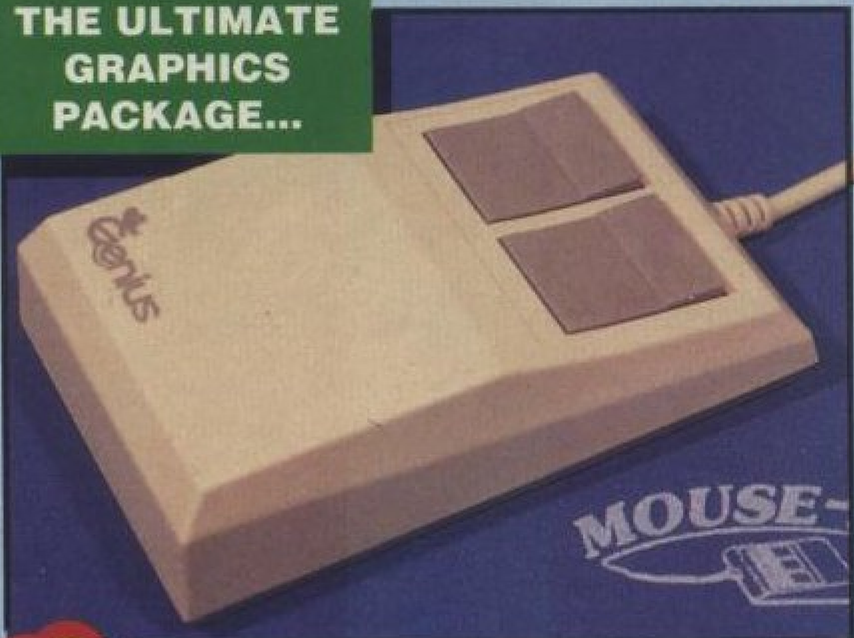
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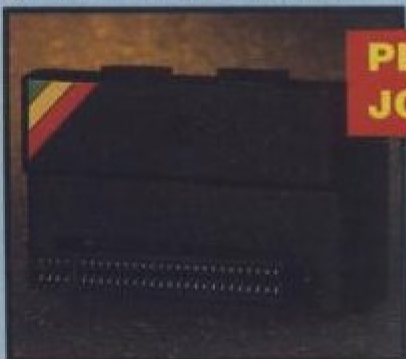
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Nick's PLAYING TIPS

Well how was it for you then? Christmas, I mean. The usual thing in my house: brothers waking you up at 5.00am screaming 'He's been, Nick!', and more food than you could possibly eat (we have a jolly good attempt though!). But that's what Christmas is all about, isn't it? (Nick is, of course, making all this up in an attempt to be seasonal. It is, in fact, November 24 here in the CRASH office —Ed).

A new year, a new decade and a brand new edition of action packed Playing Tips is here to brighten up your days ahead. This month I've got a map of that energetic game The Running Man, a map for the great budget bash Postman Pat to go with the tips already printed, and tips for Twin Turbo V8 and the Christmas scorchers Powerdrift and Continental Circus. The £40 software prize is back in as well (I know I've forgotten to do it for a few months), so no more complaints please.

Well there's not much more to say except Happy New Year. I'm off for another mug of hot black liquid (coffee, we think he means).



TWIN TURBO V8

A highly detailed map (ahem!) and some tips on Twin Turbo V8 here from someone with a brilliant name. Daniel Roberts **of Solihull is the driver in the hot seat.**

On Map...

1. Stay in middle of road until bend and drift to left for straight.
2. Stay on left at top speed, get ready to turn.
3. On first bend keep on left; approaching next bend drift to the right and accelerate under bridge.
4. Keep right, and when approaching bend move to left. Accelerate up hill.
5. Slow down towards bottom of dip, steer left and accelerate up hill.
6. Stay at top speed, but watch for cars in the way.
7. Top speed all of the way.
8. Slow down slightly at bend, move to middle of road and top speed over the crest. Watch it, you might land on another car.
9. Top speed until the finish.

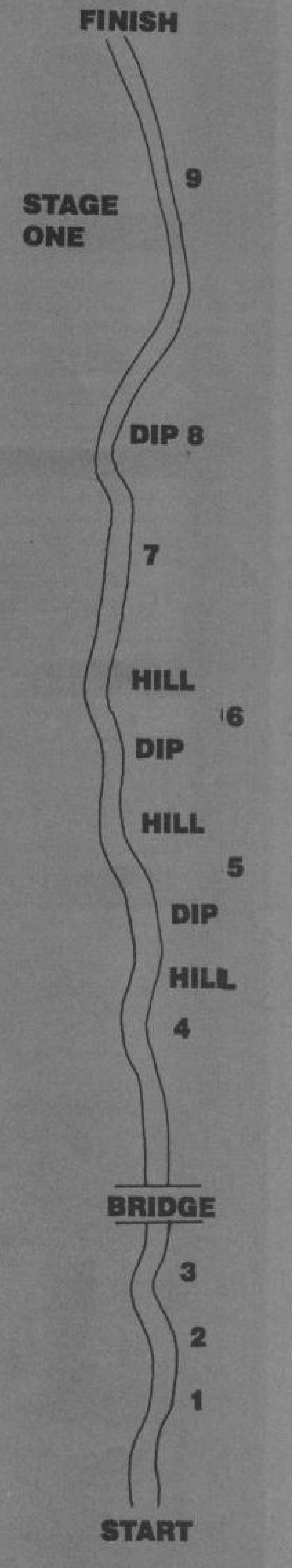
Tips...

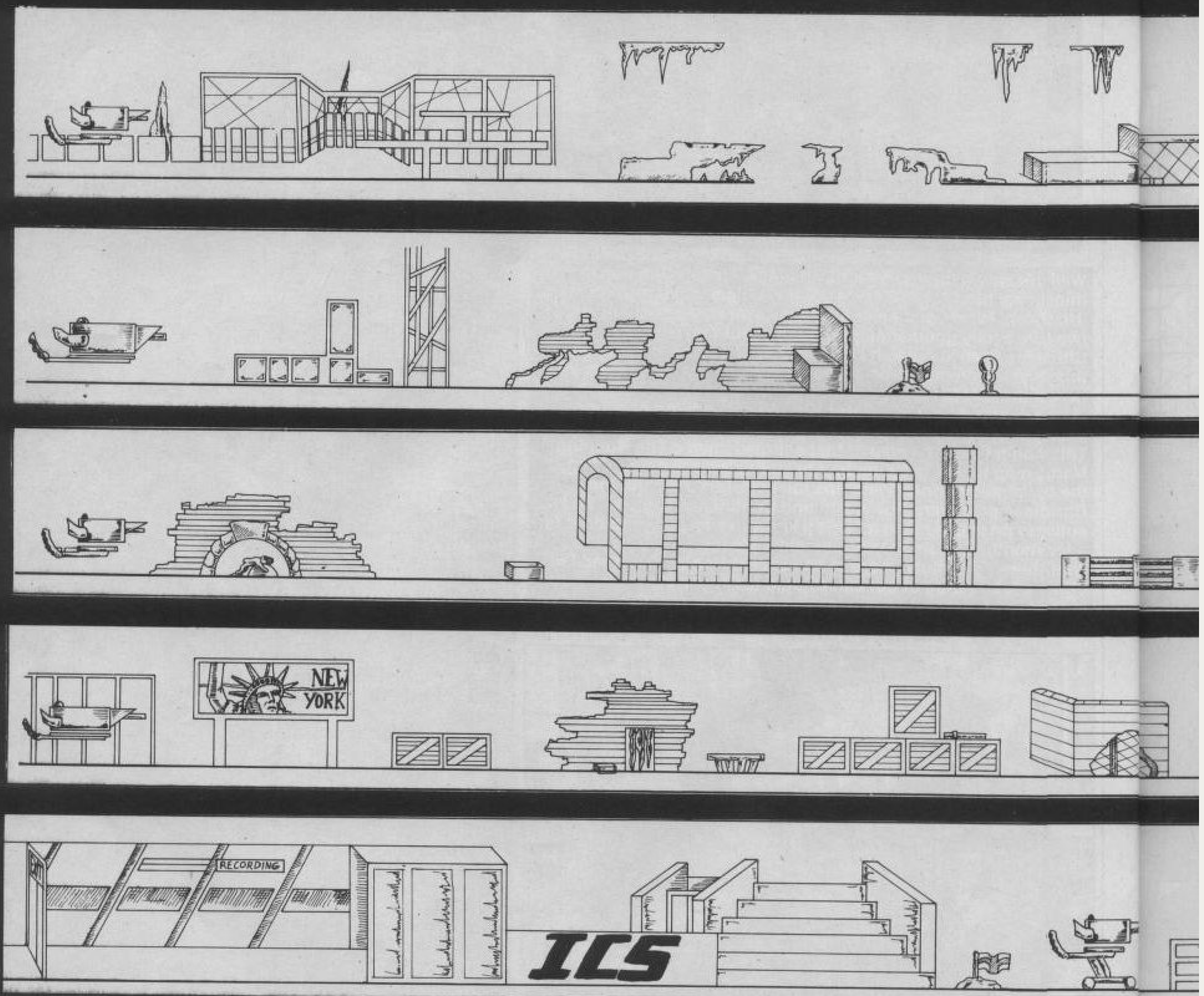
- Try to stick to one lane, don't drive on dotted line.
- Don't drive too close to side of road.
- Brake on tight bends, get ready to speed away.
- When approaching a group of opponents, slow down. If one lane is free from cars get into it and overtake. If not wait until the cars separate, find a gap and accelerate through. Use brakes and throttle to manoeuver through.
- Speed while accelerating to change gear: 68-70mph.
- Top speeds: low gear = 124mph, high gear = 252mph.
- When accelerating don't move back to original position until about five seconds later. The overtaken car might still be right behind and moving across may cause a hit.

POWERDRIFT

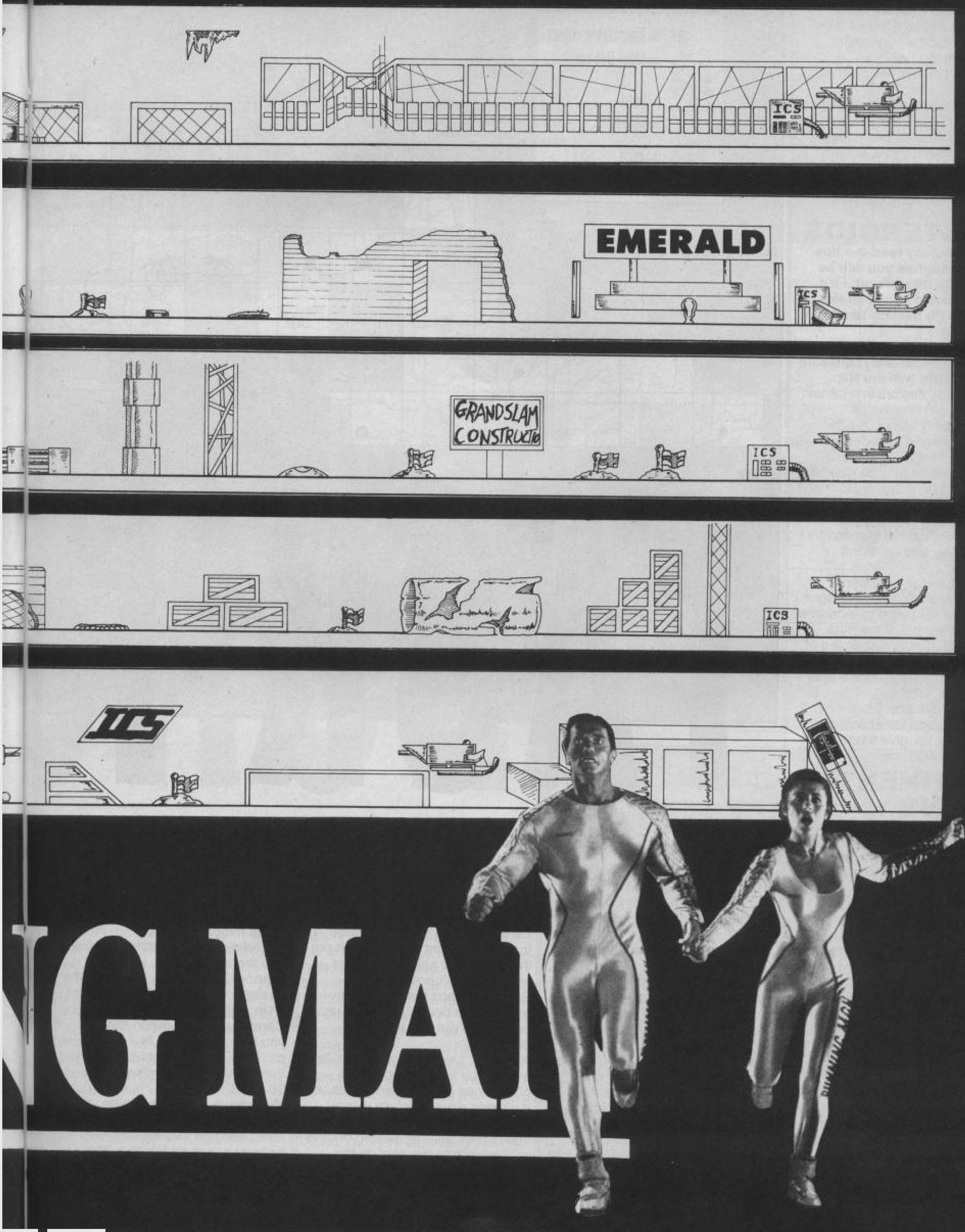
Andrew Cooke **of Llangollen has been buggying away at Powerdrift ever since it came out and has come up with these brill tips to help anyone out there who's stuck.**

1. At the start change to high gear when your speed reads 120(ish). This prevents anyone coming up from behind.
2. If you run into the tyres by the side of uphill roads you bounce to the other side. This can be very useful for passing cars or getting on the inside of a corner.





THE RUNNIN



NG MAN

3. If a corner or sticky situation requires slowing down, don't brake: use engine (i.e. just take your finger off the accelerator whilst cornering.)
4. It doesn't matter which driver you pick.
5. Lapped cars (back markers) appear from lap three onwards. Any cars overtaken prior to lap three will advance your position.
6. If you gain on the car ahead slowly it's ranked higher than you. You zoom past back markers.

BLASTEROIDS

If you've already read the tips on Emlyn Hughes you will be familiar with this geezer... it's Jason Smallwood **back again with some rib tickling tips for Blasteroids.**

1. When going onto a new screen select the speeder and make sure nothing collides with the ship.
2. Take all the sectors in a certain order.
3. When facing Mukor use the warrior to fire and speeder to position yourself.
4. Docking ships may be good fun but can also be dangerous... very dangerous!
5. In two player mode, try to protect your friend. If you don't he'll probably use up all the credits.
6. When a sector has been cleared, transform into speeder and rush to the portal to receive a bonus and control of the map.
7. When an alien is dispensed of, collect the power up and get away before another alien comes after you.
8. Rip-stars are best used when Mukor's minions are chasing you.
9. One more tip, give those minions one from me!

CONTINENTAL CIRCUS

Cor, there's more car racing games around at the moment than I've had hot dinners, and that's saying something! One of the best has to be Continental Circus, with its special extras like rain on the track and animated pit stops. These tips for the game have come in from Elton Bird **of Bracknell. Elton wins the £40 software prize for this month, and in answer to Elton's question: English Language is the most important, but any GCSE is a step up on the ladder.**

General Tips

1. For a 'flying start' do the following: about half a second after first red light comes on, press accelerate. About half a second after second red light release accelerate, then when green light comes on press it again. This sends you straight off the starting line at 100km/h. Then just move into second gear and zoom, zoom, zoom!
2. A★ after course names in the 'course tips' section below means this tip can be used: You can get rain to dry up on certain courses! Make your car start to smoke by ramming up someone's rear (pardon!). About 10 seconds before your smoke turns to fire the rain should stop. You must then quickly enter the pits for repairs: Great, because driving with a smoking engine is easier than driving in the rain.
3. Always try to stick to the middle of the road and weave your way through any packs of cars.

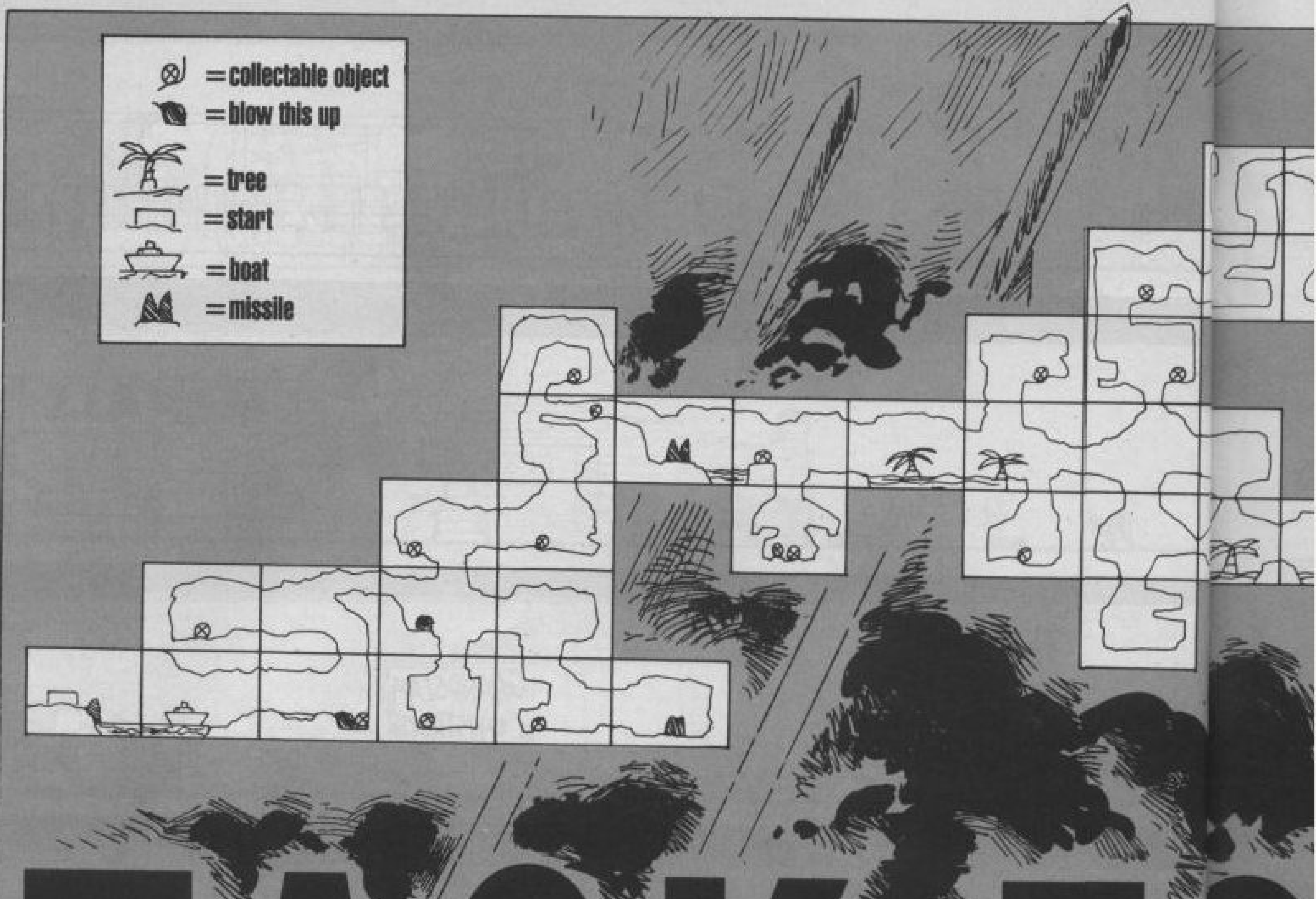
Course Tips

Brazil: Don't use the 'flying start' as you start off in last rank. You can't drop any further, so let three cars pass you, ending up with four cars in front of you. Overtake them and you gain four places very quickly. It never rains in Brazil (perhaps that's why they grow coffee beans!). A good race here could put you into 65th position.

America: Use the 'flying start' for every race from now on. This course can be very dangerous, so it pays to drive carefully. It may begin to rain on or just before the first corner, so start driving on and off the track to the right as the second bend is likely to wipe you off the track and a crash before the first check point can put you out of the race. Get into the pits straight after the first check point. Drive flat out all the way and stick to the middle. A good performance here could get you into the top 50.

France: This course has to be the easiest of them all. If it rains don't pit in, just carefully drive on. Carefully doesn't mean slowly, you should drive as fast as possible and you should do it, no sweat. Aim to make it in the top 30 or 35.

Monaco:★ This one can be very hard. If it starts to rain early in the race, don't go into the pits, the nearest one is so far away the rain stops just past it. If you enter



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the pits all you do is lose ranking. Be very careful when going into the chicanes. The time limit may be running out just after the last bend, going into the home straight, but don't give up.

Germany:★ The main problem with this one is it's very changeable. If it rains here, get into the pit pronto or you'll probably crash, and a crash here can be fatal. It can be very hard or very easy depending on your driving: the best policy is to drive fast and hope for the best! If luck is on your side you will do it.

Spain:★ No problem! This is a fairly easy course, but it does have a rather tight time limit. You may find yourself rolling just short of the finish line, a bit like Monaco.

As far as rain is concerned it is mainly on the plain. Sorry: you shouldn't see much of it, but if you do it's safer to pit in.

Mexico: This is very similar to Spain, so you shouldn't find it too hard. I've only experienced rain here once in all the times I've played, so it must be pretty rare. With any luck I'll see you in Japan for the final test!

Japan: Still here? Good, glad you've made it this far. I've only finished this course once, and even then I was outside the top three. When I did make it all I did was to keep my foot on the floor (well finger on the key) and concentrate! What makes this one so hard is the time limit, blink and you miss the whole race!

MILLIONS OF MULTIFACERS

Well, the exact number is more like 20! These have all come from the same POKE perfect person, Dan Drummond. The key for these POKEs is INF=infinite lives, TB=turbo boost, RB=rebel squad, T=time.

Thundercats
POKE 31401,0..........INF
Stormlord
POKE 56877,0..........INF
Exolon..
POKE 42338,0..........INF
Crosswize
POKE 51617,0..........INF
Cerius
POKE 65520,0..........INF
Gunfighter
POKE 65535,0..........INF
Tank Command
POKE 65535,0..........INF
Ghosts 'n' Goblins
POKE 36083,0..........TB
Ghosts 'n' Goblins
2.POKE 46840,(0-255)....RB
Renegade III (1)
POKE 38500,0..........INF
Renegade III (2)
POKE 39095,0..........T
Salamander
POKE 38498,0..........INF
SAS Combat
POKE 33034,0..........INF
Street Gang
POKE 39254,0..........INF
Hellfire Attack
POKE 50017,0..........INF
Bigfoot
POKE 55189,0..........INF
Skateboard
POKE 22568,0..........INF
Pacland (+3)
POKE 23541,0..........INF

FLASHBACK

Yes Flashback returns this month, flashy logo and all. And what better game to give tips on but the classic Manic Miner. This is a cheat for all you people who could never get past the third screen (it only works on the Software Projects version).

To get to any of the 20 rooms at the touch of a button follow these instructions...

1. Load the game and press ENTER to start as usual.
2. Now that the first screen has appeared enter TYPEWRITER: a boot should appear in front of miner Willy.

You can now enter any of the screens below by pressing the correct combination of numbers stated. Every time you enter a new level your time will start as normal, however lives lost will not be replaced.

9 Central Cavern
19 Cold Room
29 Menagerie
129 Abandoned Uranium Mines
39 Eugene's Lair
1239 Willy Meets Kong Beast
49 Wacky Amoebatrons
149 Endorian Forest
27 Attack of the Mutant Telephones
2349 Bank
1249 Return of the Alien Kong Beast
1259 Final Barrier
1349 Sky Lab Landing Bay
3469 Ore Refinery
259 Solar Power Generator
289 Vat
139 Processing Plant
159 Amoebatrons' Revenge
12379 The Sixteenth Cavern
59 The Warehouse



CHOORRR! IT'S POKEMANIA!

Seven pokes on tape to help you cheat your way through the latest batch of games, courtesy of **Graham 'TURBO' Mason**. To control Pokemania you should press Q to scroll the list up, A to scroll it down and SPACE to select the flashing Poke. Here's this month's seven deadly hacks...

Dragon Spirit
Tusker
Cabal 48K
Cabal 128K
Shark
Rally Cross
The Untouchables

EMLYN HUGHES INTERNATIONAL SOCCER

Dribble, dribble (damn crack in my mug!), pass, it's a goal! Yes, it's that saucy soccer game that's got something to do with Emlyn Hughes. These Division One tips have come from Jason Smallwood **of Leeds.**

1. When first playing get some practice in.
2. After playing a while select practice, use back heels and get used to the kick directions.
3. When fairly advanced, try playing without automatic keeper, have shots at yourself.
4. Gradually move up the levels.
5. If you reach a level you can't cope with, select edit team and make the opposing teams less skillful, often just lowering their speed will do it.
6. Customising your own teams is great! Postman Pat is a wicked striker.
7. Customising teams, then saving them can prove great for parties (good tips these).
8. Don't bother with substitutes, unless you like that sort of thing.
9. Choosing players manually is much better than getting frustrated with the computer picking the wrong player.
10. On penalties try to angle the ball slightly with a lot of power, or if only one kick direction has been chosen, kick the ball as hard as possible.

FAST FOOD

(Burp!) You know all that fast food isn't good for you: hamburgers, chips and chocolate donuts, that's Robin Candy's main diet and just look at him! These tips will do you more good, they are from Chris Sonta.

1. Only bother eating the food (milkshakes, burgers, chickens, etc). The shield lets you munch up the ghosts, the purple medal gives you invulnerability, the purple bottle freezes all the ghosts and the red bottle gets rid of the ghosts altogether.
2. All ghosts can be fooled. Pretend to go one way then double back another. They rarely turn around, so you can follow them safely.
3. Ghosts can't move over food or goodies, so let the food be brought to you.
4. On level 27: if you get trapped anywhere and the ghosts crowd around the door, your only hope of escape is to wait for the red sauce bottle to arrive at the door, then rush out and eat it quickly.
5. The surprise at the end is just that you can play the game again, but this time upside down!
6. If you get stuck, think. There is always a strategical way out.

CHEAT MODE MOTEL

A quick spring clean (well it's not actually spring yet, but you get the idea) and the motel is back in business after all the Christmas parties and all night drinking sessions (hic!). So what cheats have we got for you this month? Take a look for yourself.]

INDIANA JONES AND THE LAST CRUSADE

On the title page hold down O, T and D to go to level one. Pressing SHIFT and 2 will now take you to level two and pressing SHIFT 3 will take you (wait for it) to level three! (Mr Nobody)

STRIDER

Press Z and 0 while playing the game, then H to pause. Now when you press SHIFT and 1 you should go to the end of the level. (Sarah Phillips)

NINJA MASSACRE

The codes for this game are SNOW, EASY, RACK, BLUE, SLAG, HULL, BEER and BARD (Simon Sausage)

3D GRAND PRIX

Press SYMBOL SHIFT + P, Z and CAPSHIFT + 5 on the final positions menu - you'll be rewarded with five extra levels! (Stu and Daz)

SPHERICAL

Code words are for player one level 9: RADAGAST; level 19: YARMAK; level 39: ORCSLAYER; level 59: SKYFIRE; level 75: MIRGAL. For player two level 9: GHANIMA; level 19: GLIEP; level 39: MOURNBLADE; level 59: JADAWIN; level 75: ILLUMINATUS.

ZX SPECTRUM

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SPHERICAL

Choor! It's some brill and triff tips for that new game Spherical. These have been kindly donated by Andrew Platt **of Stockport, and** Tim Giles **of Milton Keynes.**

Screen 2: Race down, trap the ball, then build a platform across to the exit.
Screen 6: By now you need to have mastered the art of building your own ladder. The best way to do this is to conjure a block, jump on it, conjure another next to it, jump on that... and so on. Run left immediately, fall on to the hourglass, charge up into the alcove, and place a block right next to the ball.
Screen 7: Another race against time this. Don't bother to put a block to the left of the ball since it always rolls right. Go up the left, there is only one ghost here.
Screen 8: Be careful not to fall into any of the chambers at the base of the screen, you won't be able to get out.
Screen 10: A tough one this. What you must not do is fall to the bottom of the screen. Leap across the top of the screen, get past the ball and race down, unblocking all the holes. Once at the bottom block all the gaps and you're home and dry.
Screen 19: Lovely screen this (aahh!). Don't bother to avoid all the bubbles, just sprint across the top, get the red potion, then race across to the next floor and fall down. Get the energy potion and build a long platform. Simple eh? (No, not really — Nick).
Screen 20: Very difficult at first, the problem is how to key the key behind the dragon. The answer is you don't. No sorry, you kill it. Collect both torches, build a short platform to its head and just stand there letting the sparkler smash its head in (subtle). Just pray you don't run out of energy first!
Screen 24: The only real problem is getting up to the ball before it falls into the gap next to it.
Screen 25: You must have a red potion here or you will never complete it.
Screen 26: Forsake all weedy ideas of self preservation and simply zoom up and trap the ball.
Screen 29: Don't worry about this level it's so easy even bitter—spot drinkers could complete it. All you need to know is that there is a hidden symbol four blocks down from the top left hand corner. Just plant a block there and you're whisked away to the next level.
Screen 30: This level is difficult. Start by blocking the eyes on both sides, then fall down on the right, onto the red key. If you fall onto the left, you're dead. Build the ladder back up to the top right and climb across the platform to get the blue key. Then fall down onto the purple key and climb up the ladder you built previously. Phew!
Screen 33: Unbelievable. You have to leap every single bit of poison. If you touch one you might as well quit.

General Tips
* Always pause instantly on entering a new screen.
* The first thing to look for is the safety of the ball. If it is poised on the brink of a precipice or just about to tumble into an inescapable trap, you'll have to act fast and trap it, making it safe.
* Also check that five billion ghosts aren't about to converge on you simultaneously.
* If you're good enough, you can jump a gap of three blocks.

The Nasties

Ghosts
These spectres dumbly move left and right and can be stopped completely by placing a block at the point where they turn round.

Bubbles
Bubbles are a pain, virtually indestructable, they only give you a pixel space to travel underneath.

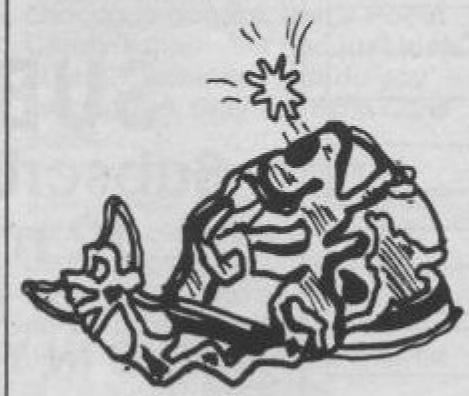
Eyes
Eyeballs are stupid. They just bounce up and down and can easily be trapped by placing a block above or below them.

Faces
These ugly mugs defy all logic. They rotate around in dim circles three times and then decide to change direction illogically. It's best to trap them immediately, and be careful where you put the blocks.

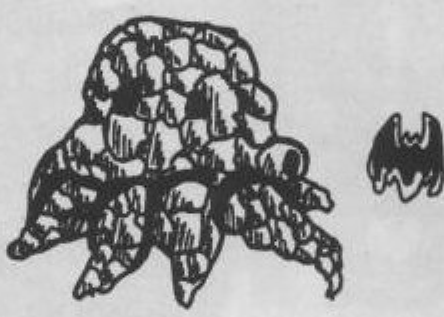
Wizards
These guys materialise, shoot a fireball and then disappear. It's always best to pause for a few moments at the start of a screen just to see if any of these boys appear in painful places (ie. the block you are standing on!).

THE NEW ZEALAND STORY

More New Zealand Story tips to add to the ones already printed in Issue 70. From playing the game I know it is usually just the end of level monsters that kill off most players, so here is an explanation on how to defeat every one.



Round 1 — The Ice Whale
Stay back and keep jumping and firing (aim towards the lower half). Watch for any snow flakes that fly out at a high angle from old Whale face and dodge them. Eventually you'll get him and it's off to World 2.



Round 2 — The Rock Octopus
The Octopus isn't difficult if you stay back and use the steps to leap out of the way of the bats. Just aim for the small nozzle in its front and keep firing. You can line up the nozzle from one of the higher steps if you're lucky, but the Octopus doesn't stay still for very long.



Round 3 — Duruma
For this monster just stay on the bottom and jump up between salvos of rockets. Don't leap too high but keep firing at the monster's middle and you should do it some damage.



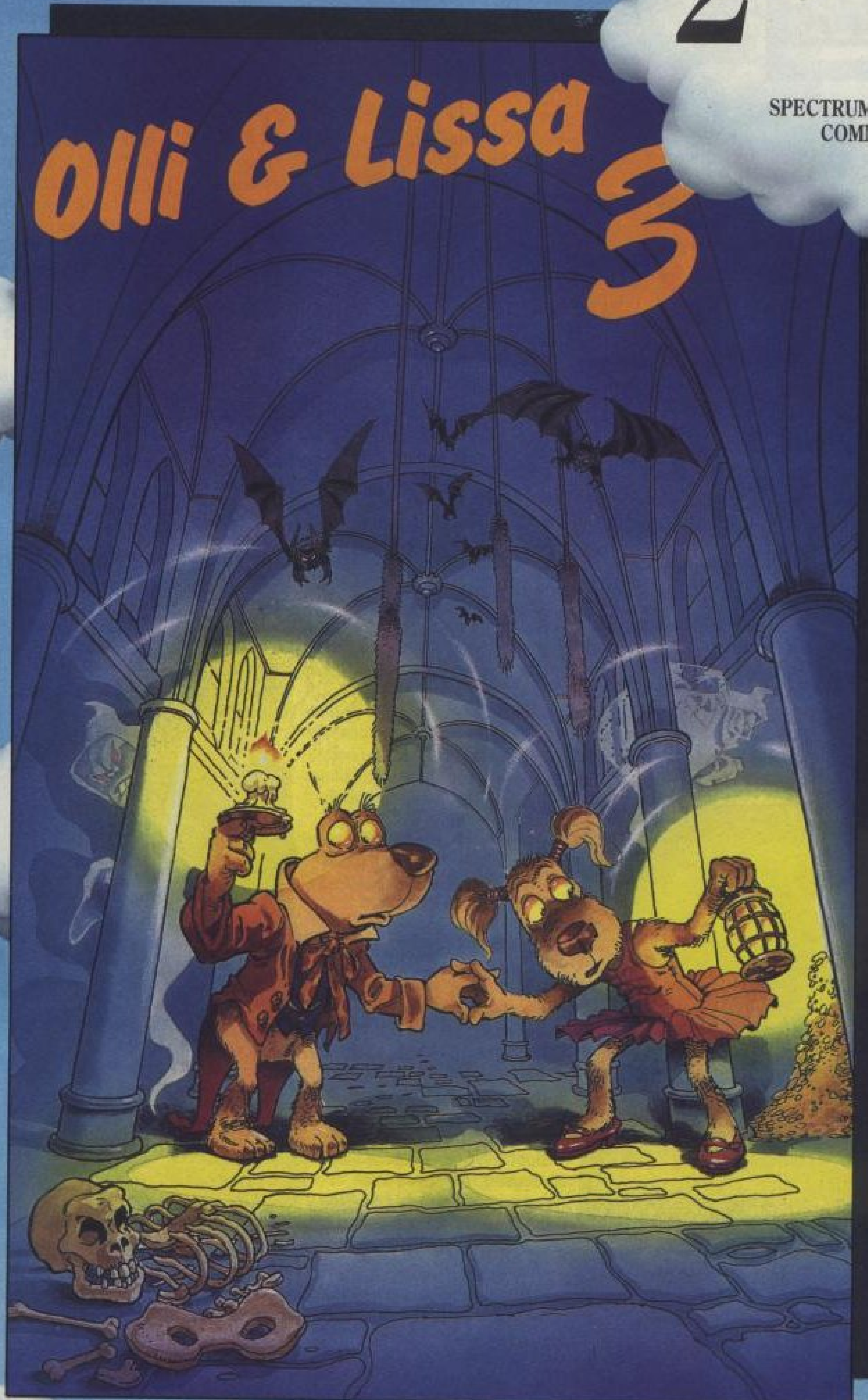
Round 4 — The Pirate Ship
World 4 has no Guardian to speak of but is another stage in itself with a Pirate Ship to be found at the bottom with the Kiwi deep within. The stage before it ends at a wall. Just walk up to it and you're faced with one hell of a tough level.

Round 5 — Wally Walrus
To defeat old Wally try to keep about an inch away from him and lined up with the bottom edge of the balloon (where it connects with Wally's head)). You'll know where to stay by watching the loop of the balls he fires. To kill Wally keep firing at the balloon. Watch out though, he often moves forward so be prepared to move back.

The end is nigh. Not the end of the world but something almost as catastrophic, the end of another Nick's Playing Tips. But don't go out and do all those things you always wanted but didn't have the guts to, just wait until next month when there will be another red hot issue of CRASH just waiting on the newsagent shelf for you. Meanwhile send all your tips, maps and spare cash to... NICK 'Leftover Turkey' ROBERTS, PLAYING TIPS, CRASH, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB.

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HARD DRIVIN'

A CRASH Smash

NICK Oh wow. This is simply amazing. I first played the arcade machine at the 1989 PC Show, and with its proper car controls (clutch, brake, accelerater and gears) it was the best driving simulation I had ever seen. Now it's come to the Spectrum (or SAM if you have a prosperous Chistmas!). Everyone must have dreamed of sitting in the little toy cars when you used to push them around tracks as a child. I know I did, and now I can live out my fantasy with Hard Drivin'

The 3-D graphics are out of this world. Made up of monochrome shading and detailed backdrops, they zip around the screen so fast. The choice of two styles of game is a good idea. You can zoom at speeds up to 140mph on the speed track, or perform loop the loops and jump ramps on the stunt track - brilliant. Just to add an extra boost of addictivness there's the replay sequence that shows an aerial view of you (and all your mistakes). This is an instant hit with me and will keep me hooked for ages. Get a copy of Hard Drivin' - the ultimate driving experience. **92%**

Tengen
Domark/Mike Day ■ £9.99 cass, £14.99 disk

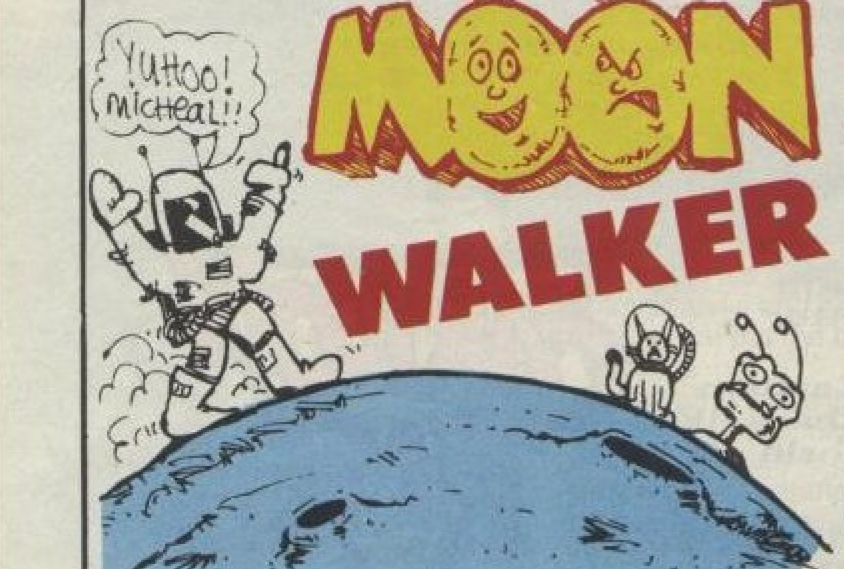


The original arcade version of Domark's Formula 1 entry into the Chrimble scramble isn't so much a racing game as a racing simulator: an impressive beast, mainly because of the clutch/gear set up that allows you to drive it like a real car. Obviously the Speccy isn't built like a car, but you do have the option to pick either manual or automatic gear mode just by moving the steering wheel left or right to choose. Two tracks await you: Stunt and Speed. As the name suggests, the speed track demands warp speed driving. But the Stunt track is probably the most graphically impressive of the two, because apart from driving like a maniac you must negotiate three types of obstacle.

These are the Bridge Jump, the Loop the Loop and if your stomach is still in its proper place the Bend's sheer slope has to be tackled. Watch out on both tracks for the speed signs: drive any faster or slower than they advise and you'll be witness to the spectacular action replay of your car rocketing off the track and exploding in a sheet of flames. The first lap (whichever



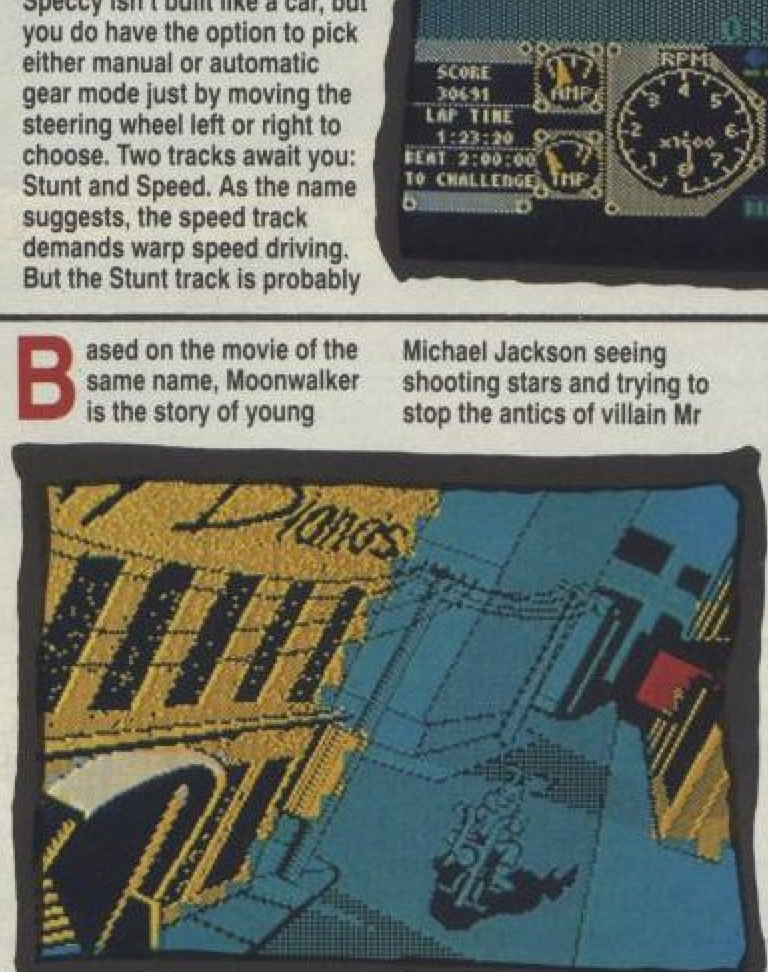
MOON WALKER



US Gold/Emerald ■ £9.99 cass, £14.99 disk

Based on the movie of the same name, Moonwalker is the story of young Michael Jackson seeing shooting stars and trying to stop the antics of villain Mr Big. Scene one sees Michael on a film set being chased by his fans: a maze type affair viewed from above, Gauntlet style. To escape you must find seven parts of a rabbit suit and four special objects, whilst avoiding the fans. If they catch you, you lose one of your precious platinum disks (these act as lives and you start with twenty). There's a radar at screen bottom, not very detailed and not much help, just dots to tell you who is where.

Level two is set in Michaelsville. There's no escaping your fans: Mr Big tells them where you are, and the chase resumes. The





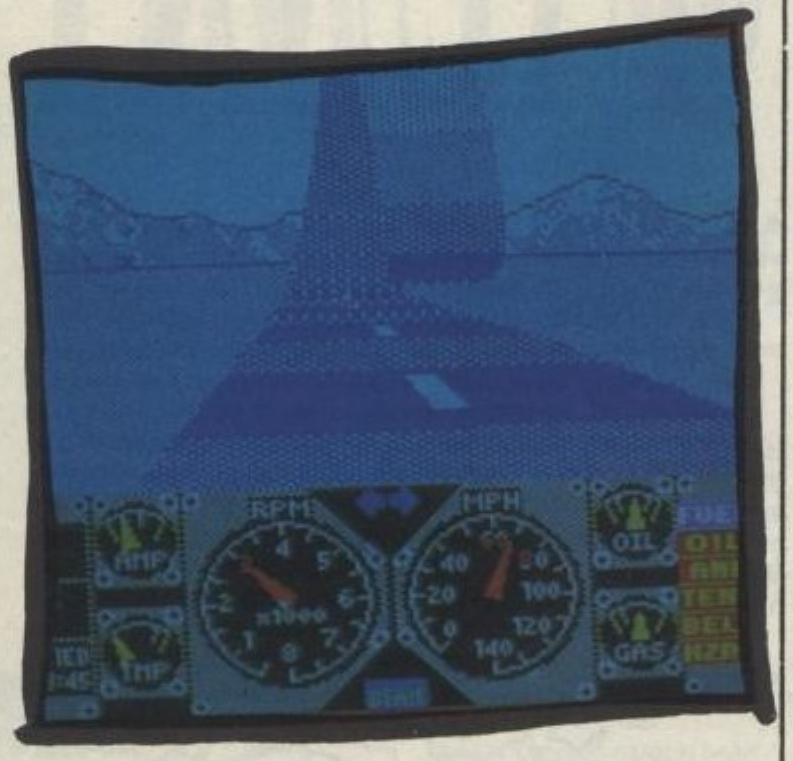




way you go) is against the clock, and if you beat the lap time you enter the second phase of the game.

This is a straight one lap race around the Stunt track against the Phantom Photon (a computer controlled car), and you need to get a move on 'cause this guy doesn't hang around. If you manage to survive the course (crashing used to: I found myself spinning off the track (with accompanying action replay) so often, I considered applying for a pilot's licence. Luckily this is a computer game, and not the real thing, so you get endless goes with no damage — and endless attempts at Hard Drivin' you'll definitely want!

MARK 92%



means instant disqualification) and beat the Phantom your score is entered on the high score table, — and your driving pattern is taken up by the Phantom next time you race him.

The arcade version was fast, and on the Speccy we couldn't believe our eyes - this game moves at warp factor seven. The graphics are all beautifully drawn and shaded. The controls take a bit of getting

A excellent conversion, fast 'n' thrilling and something very different from the rest

RATING

PRESENTATION	90%
GRAPHICS	91%
SOUND	86%
PLAYABILITY	89%
ADDICTIVITY	90%
OVERALL	**92%**

Sporting Triangles

CDS ■ £9.99 cass, £14.99 disk

We've had Every Second Counts, A Question Of Sport, Mike Reid's Pop Quiz and Bob's Full House, and this is the latest TV quiz game. Based on the Central TV sports quiz it starts with the options screen where you pick how many players want to participate (up to three), the computer skill level (if you can't find a couple of friends to rope into the 'action'), decide the length of a round and finally 'throw' a dice to decide order of play.

You are then given twelve sporting categories and asked to choose one, after which a 'studio set' appears with three figures sitting behind desks waiting to be asked tough sporting questions. Five of seven rounds are standard question sessions, where each contestant in turn is asked to throw a die. The resulting number is transferred to a triangular board split into coloured segments, and a cursor is moved round the board. Each colour corresponds to a subject on the board. When the question is asked you are offered an 'answer' or 'give up' option. The idea is to speak the answer out loud and be honest when the computer asks you if you answered the question correctly or not.

In the Hit For Six round the player is offered seven different answers and six points for a correct answer if he gets it right first time. The more attempts made, the lower the score. The Jigsaw Picture round is similar, with a pictoral clue gradually revealed to give the player a chance to answer the written question correctly. Again the six points initilly offered decrease with more tries. The final round is a finger on the buzzer job where the player with the quickest finger gets to answer the question, though again you have to be honest when asked if you answered correctly.

Sorry CDS but I have never been a big fan of this trivia type game, and sadly Sporting Triangles does nothing to change this. The sporting questions are very tough, and I feel most will only be answerable by the most fanatical sports fan; worse still, against the computer the game is a joke because you can cheat to your heart's content in most of the rounds. Quite a nice touch is the contestants being dressed in the clobber of their chosen sports, but the amusement this causes is very brief.

MARK 45%

NICK Sporting Triangles wasn't exactly the most exciting game show on television and it doesn't make the most fantastic game I've ever seen. If you are not a fan of sport playing this will probably send you to sleep. The graphics are nice but quite sparse, and colour has been used adequately. Unless you are playing with a friend who can stop you cheating, you're bound to win because the program asks whether you got the question right or wrong! Sound is really poor with an average tune when you first load up and hardly any effects through the game. About the only good thing is that all the levels load up in one go (on my Spectrum +3 anyway). This saves having to multi-load over and over again. Sporting Triangles is for the avid sports fan only, anyone else will soon find it boring. **55%**

A mediocre conversion of a less than brilliant TV quiz and for sport fanatics only.

RATING

PRESENTATION	64%
GRAPHICS	62%
SOUND	45%
PLAYABILITY	52%
ADDICTIVITY	48%
OVERALL	**50%**

maze/radar format is used again, but this time you are on a motorbike in search of glowing green orbs. Collect all of them and the bike turns into a sleek sports car (but only for 10 seconds), which must jump a road block. The town splits into four sections and you must search for the orbs four times (the fourth sees your bike traded in for a jet ski).

The third level sees Michael in Club 30 and up to his neck in trouble. Mr Big's goons are outside and you guide Michael from left to right across the club, dodging the gunmen who appear at the windows. Along the way a tommy gun and ammo can be collected to blow out windows and kill villains (I thought Mr Jackson was against violence).

The final showdown takes place in Mr Big's lair, an arena. Kelly (one of Michaels friends) has been kidnapped and is being used as bait. But Mr Big gets more than he bargained for when Michael turns into a huge robot and lays into all and sundry with his laser cannon. Apart from the hitmen, a huge plasma cannon must be destroyed before Mr Big's empire crashes around his ears. Mission accomplished, 'Whacko' turns into a spaceship and blasts off into the sunset.

Graphically and sonically the game is good, with some impressive renditions of songs from the 'Bad' album. The main letdown are the first two levels: I tried matchsticks, I tried strong coffee but nothing could keep me awake. Overhead maze games are old hat now. But the Club 30 and the Arena are great fun and the sagging game picks up, albeit too late to save the day.

MARK 68%

NICK You know I'm bad, I'm bad. Well in fact, at this game I'm quite good! Moonwalker is the latest 'biggy' from U.S. Gold, they've even had it on the telly! The game is fun to play too, which is quite a novelty for big licences. The idea is a little bit Pacmanish: you as Wacko run around the film set (I think that's what it's supposed to be) dodging fat people on motor bikes and collecting parts of a rabbit suit. Once they have all been collected you jump onto your own bike and speed off to level two which is the same! Luckily levels three and four are totally different. Fans of Wacko Jacko will be happy to hear that there are three of his hit songs playing in the game namely BAD, Speed Demon and Smooth Criminal. Fans of the Spectrum will know that they wont sound anything like the originals!

Moonwalker is a fun game even if it does resemble Pacman a lot. It's the terrible multi-load that spoils it. If you think your tape recorder can stand the strain take a look at Moonwalker. **72%**

Neatly packaged and tuneful average to good games, not BAD.

RATING

PRESENTATION	76%
GRAPHICS	66%
SOUND	71%
PLAYABILITY	67%
ADDICTIVITY	64%
OVERALL	**70%**

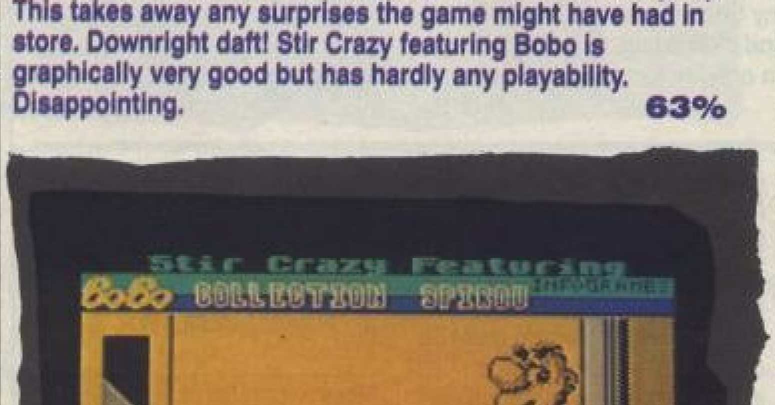
STIR CRAZY featuring BOBO

Infogrames/Brian Beuken ■ £9.99 cass, £14.99 disk

For 17 years BoBo has been in a prison called Inzeeslammer. He keeps trying to escape but is always recaptured. Up to five people can play Stir Crazy, and the first decision is whether to play each of the five levels separately or all together. Then enter the name of the players and prepare to go Stir Crazy.

NICK Games from across the water (France to the rest of you) have often not been too hot, and Stir Crazy featuring Bobo falls into this category. Apparantly Bobo is a big cartoon star in the land of garlic, snails and frogs' legs: all I can say is I hope they never show it over here. Various cartoon scenes have Bobo performing comic capers to get a high score. These wizard japes include riveting things as peeling potatoes and poking prisoners. Not exactly hysterical.

The strange thing about this game is that even if you don't do well and complete a stage, you go on to the next anyway. This takes away any surprises the game might have had in store. Downright daft! Stir Crazy featuring Bobo is graphically very good but has hardly any playability. Disappointing. **63%**



Level one is a slice of prison life with BoBo in the canteen feeding fellow inmates as they appear. Equipped with a ladle and saucepan full of soup, he must make sure no plate is empty if he wants to avoid extreme nastiness!

Next it's into the kitchen to peel potatoes. BoBo is seated on a stool in front of an ever growing pile of spuds. As he picks one up a representation of it appears bottom right of the screen to check it is peeled properly, if not it is thrown back. The level ends when BoBo either peels all the spuds in the pile, or he is buried by them. Level three coincides with warders' break time, and the inmates of Inzeeslammer take the opportunity to go over the wall — with BoBo's help of course. As each inmate leaps from a window our hero pushes a trampoline under them in an attempt to propel them over the wall until all including BoBo escape. Level four has BoBo running along three electrical wires avoiding sparks and electrocution!

Unfortunately the final level sees BoBo recaptured and back in his cosy prison cell with five bunk mates. They snore loud enough to wake the dead, and BoBo creeps around the cell gently trying to poke each offender into silence. He must watch the chamberpot, if it's kicked over too often the noise wakes the sleepers

Stir Crazy with its cartoon style graphics is fun to play for a while, but sadly there is really very little to do, so tedium soon sets in. My favourite section is the spud peeling, the look on BoBo's face as an unpeeled potato is hurled back at him is a classic. Each section contains some fun, but the action is limited, ultimately leading to boredom. Snore.

MARK 62%

Comic capers do not a game make: adieu BoBo...

RATING	
PRESENTATION	70%
GRAPHICS	73%
SOUND	37%
PLAYABILITY	60%
ADDICTIVITY	62%
OVERALL	**63%**

GALAXY F

Activision/Software Studios ■ £9.99 cass only

The background story to this game is basic: the diabolical Forth Empire is building huge fortresses on the five planets in the Junos system. Once the jewel of the galaxy, Junos, Velteor, Malkland, Orthea and Ashutar have been reduced to ashes, and as a brave pilot you must abort the evil empire's building plans.

The game starts with a representation of all five planets. You can flip through each one and select which you want to tackle. The Forth Empire have heard about your presence, and send everything they have at you. Varied spaceships, gun turrets and even military robots vie for the



Activision/Foursfield ■ £9.99 cass only

The Ghostbusters' first battle was a tough and heroic one, and now, four years later, Pete Venkman, Ray Stantz, Egon Spengler and

NICK Flashy loaders and great presentation abound in Ghostbusters II from Activision. The whole front end of the game is amazing. While it's loading you get the theme tune, digitized pictures from the film along with text to tell the story that continues on from the original Ghostbusters (what a game that was!). That is all very nice. The game is another matter. The first level is almost impossible to play without tearing all the hair out of your head. You swing from side to side on a rope and just can't help hitting all the ghosts around you. If you do make it through, the second and third levels promise to be a bit better, it's getting there that's the problem.

Ghostbusters II will of course sell because of its name, and the presentation makes it look really slick. There is just a big gap in the playability department. **73%**



FORCE II

honour of stamping your card, but you come prepared. Twin laser cannon fire constantly, whilst a seemingly unlimited supply of missiles can be unleased when a 'lock on' cursor appears on the enemy craft.

In the arcade Galaxy Force's speed was controlled by a lever, on the computer a keypress does the same job, and you need to fly jolly slow when entering the fortresses if you don't want to lose several layers of paint by moving at warp speed. Contact with enemy laser bolts or the sides of a cave wall knock down energy levels, but extra energy can be earned throughout the game. Nonetheless, remember you only have three continue plays. Reach the end of a cavern and the enemy control center presents itself for destruction, and it's onto the next planet to continue your rampage.

The arcade Galaxy Force II is an amazing game, but it isn't the speed of the graphics that impress me. The hydraulic chair is the star and not to be savoured after a meal. On the Spectrum the game lives up to speed expectations, my only slight niggle being that although the game is monochromatic the chequer board patterns are a bit of a strain on the eyeballs. If, like me, you're a fan of the coin op, check it out.

MARK 78%



NICK Oh wow! Another great arcade favourite of mine. I spent a fortune on this. You just can't stop stuffing the cash in... well, until it's all gone! All the excitment of the original has been successfully converted onto the Spectrum, with detailed sprites and scenery plus the speed that makes the game a joy to play. Sound is another strong point. There is a great tune and plenty of effects to keep your ears a waggling. The one big let down in Galaxy Force II: the multi-load. I can't stand them as you may already know, and this spoils some of the good qualities. You can still have a good time zipping in and out of the rocks and crashing at high speeds though.

Galaxy Force II is a good conversion of one of the best arcade machines around. Take a look for yourself! **80%**

Smashing game well converted, though the multi-load is a right pain.

RATING

PRESENTATION	80%
GRAPHICS	76%
SOUND	72%
PLAYABILITY	79%
ADDICTIVITY	79%
OVERALL	**79%**



Winston Zeddmor get back into action against a nasty dude called Vigo who wants to enter the real world from his state of limbo to create havoc. Based on the movie plot the game starts with Ray being winched down a 120 meter deep air shaft to collect samples of ectoplasmic goo which threatens New York. Natch the ghosts and other ectoplasmic nasties ain't too chuffed at him swinging around their nice cosy shaft and attack.

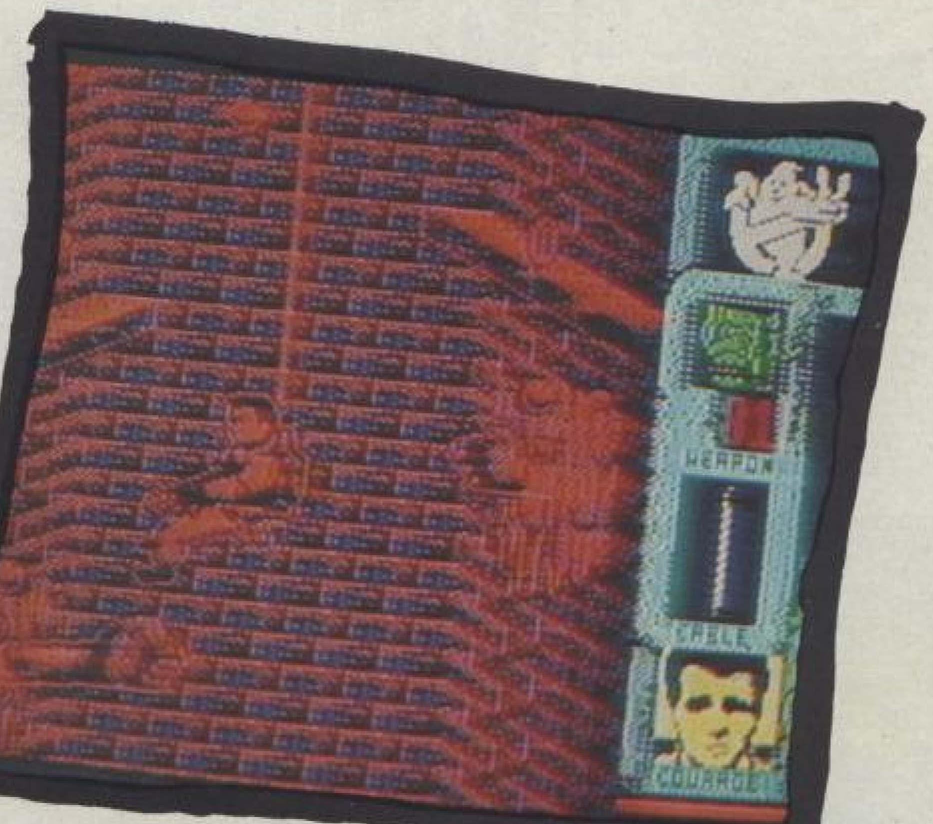
Hands appear from the walls, disembodied heads spit goo at him and cable cutting ghosts saw away at his lifeline. But he can zap them with his nuclear charged particle beam weapon, along with other handy gizmos found on the ledges. When his successful return to the surface it's revealed that the slime is sensitive to emotion (aah!) — heaps of good causes it pain. So in section two the 'Busters use positively charged slime to animate the Statue Of Liberty and the attack on the swarm of ghosts begins.

The statue's torch produces balls of good ectoplasm which kill all demons in its path. A band of citizens trail behind to collect the ectoplasm that forms when a ghost is destroyed. But the willing helpers are sometimes picked up by the enraged spooks and must be helped if possible.

The third and final confrontation is with Vigo, who can only reanimate if his spirit enters the body of a baby. The kid chosen is Oscar Barret, son of Dana Barret, the heroine of the first film. The Ghostbusters abseil into the gallery where a portrait of Vigo hangs. One 'Buster must rescue the baby, another must dispose of Janosz Poha, a painter zombified by Vigo, whilst the remaining duo dispose of Vigo's ghost when it appears. Can the Ghostbusters save the day for a second time?.

I enjoyed the original game but am disappointed with the follow up. with a mere three levels a bit steep at the price. While it is good graphically with the four intrepid sprites and assorted nasties neatly done, a bit more gameplay action could have been provided. I hope the film is better.

MARK 75%



Slick, with good graphics and sound, but sadly playability doesn't match presentation.

RATING

PRESENTATION	84%
GRAPHICS	83%
SOUND	76%
PLAYABILITY	63%
ADDICTIVITY	65%
OVERALL	**74%**

Saint & Greavsie

Grandslam/Core Design ■ £9.99 cass, £14.99 disk

It's a funny old game: yep, the grinning Scot and the balding one who spouts amazingly unfunny catchphrases like 'funny old game' are here with yet another footy trivia game. The idea is simple. Answer 42 questions, and the player with the highest points score wins the League Championship.

Enter the number of players, the names and the difficulty level (easy, medium or hard). You're then faced with a representation of a footy pitch, a fluctuating bar in the center of the screen and digitised piccys of the daring duo in the left corner. The idea is to press the fire button to choose a question type: Home (scoring 1 point), Away (2 points) and Derby (3 points).

You then see a player standing in front of a goal mouth. One of the terrible twosome appears to ask a question — sometimes you have the choice to play or pass, other times the question is a true or false. A timer on the right of the screen ticks down whilst you scan through three possible answers (except in true or false). Then a press on the fire button sends the ball winging its way to the goalie, of course if the answer is correct a goal is scored. Bonus points can be collected with you as goalie saving a hoofer from the computer. After each question (which supposedly represents a match), a league table informs you of your progress. It's then onto the next, and the next until a winner is announced (which is always you in one player mode).

NICK Oh come on, you must be joking. Grandslam can't have seriously made a game about two of the most boring people in the world! Even if you're a big soccer fan, I bet you couldn't stand them both nattering on and generally throwing insults at each other. The game is trivia style with some graphics, animation and the odd tune thrown in to cheer it up a bit. I'm afraid it fails miserably. The digitised pictures of the two gents are hardly recognisable (well perhaps if you squint and stand on one leg) and the animation and music is very basic.

Not being a big fan of soccer in the first place (well not watching it, playing it perhaps) this game just doesn't interest me. If you are a big fan you may get some play out of it, otherwise leave it alone.

35%

What can one say? This game failed to spark any semblance of interest in any of us. The two grinning gits are my least favourite people at the best of times, but times must be hard if they're sponsoring this. Most multi player games are at least semi decent when played with friends — we had to nudge each other awake when it was the next person's turn. Do yo'urself a favour don't buy this.

MARK 30%

Very basic soccer trivia with frills that don't help

RATING	
PRESENTATION	34%
GRAPHICS	40%
SOUND	49%
PLAYABILITY	32%
ADDICTIVITY	31%
OVERALL	**33%**



THE NINJA WARRIORS

Virgin Games ■ £9.99 cass, £14.99 disk

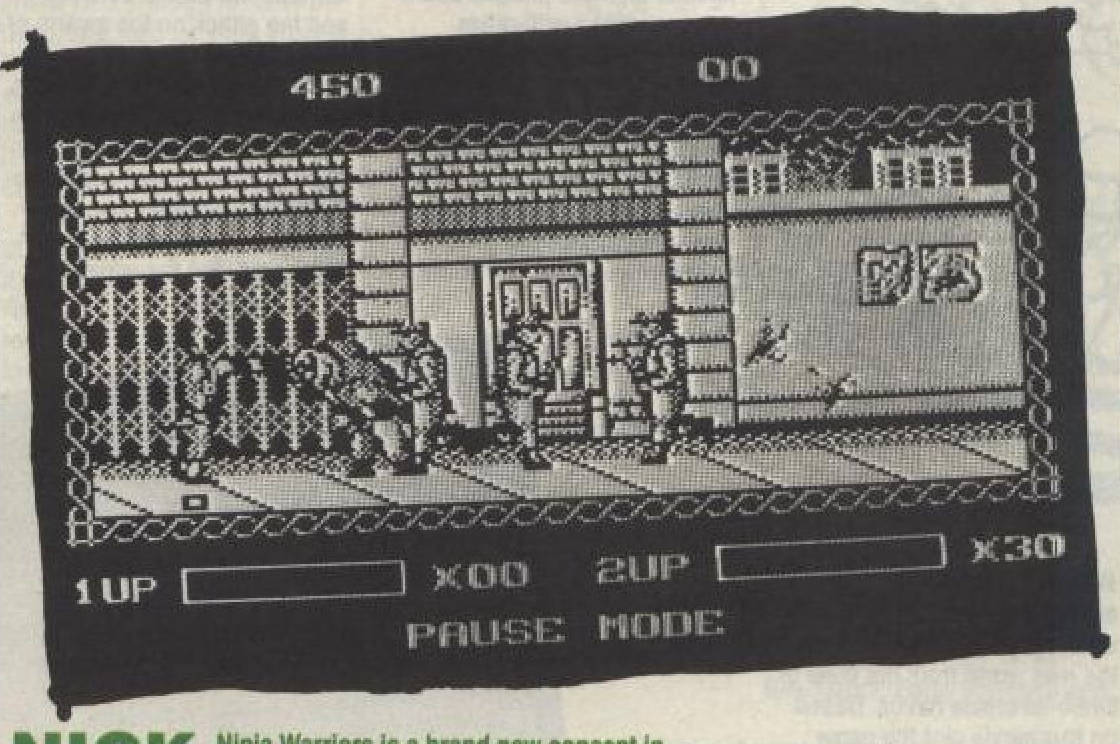
It's 1993 and sinister dictator Bangler is in control of the city with even the armed forces and the criminal underworld in his power. The citizenry, lead by a guy called Marc (my sort of chap), build two bionic Ninjas to dispose of Bangler once and for all. Dubbed The Ninja Warriors the robotic pals are sent to dish out some rip, mangle and maim fun.

Alone, or with a buddy, you control one of the immortal murder machines on their six level horizontally scrolling romp through the devastated remains of a once proud city. Armed with a pair of knives and a limited supply of throwing stars you must defeat soldiers armed with knives, guns and grenade launchers, hunchbacked ground spiders, huge tanks and Ninja swordladies, to name but a few. Not being human your metal hide can take a lot more punishment than mere flesh and bone would, but heavy poundings will get you in the end.

Levels conclude with a big fatty, and a handy tip is to save your shuriken for these guys, because they are tough. Finally Bangler will be faced, and despite pleading for his miserable life cut down.

The game gets off to a good start with a creditable rendition of the arcade title tune. The sprites in The Ninja Warriors are all very nicely detailed, but the game is incredibly tough. Soldiers swarm around the immortal murder machines and end the first few games very quickly. Many fans of the arcade machine will no doubt be put off by the high difficulty level: definitely one for VERY tough joystick bashers only.

MARK 71%



NICK Ninja Warriors is a brand new concept in computer gaming, an idea that has never been used before in the history of computers. Well, that was a lie, it is (as you might have guessed) a ninja beat 'em up game. I played the arcade original at the PC Show and, as beat 'em ups go, it was quite good. The Spectrum version is not a bad conversion but is a little on the slow side. The graphics keep up the quality of the coin-op, but the colour has been washed out of them to produce a nice shade of black on white !. Animation is good though, and smooth. For all you sound freaks there are a few digitised words at the beginning, a tune which I find very annoying and the odd effect while playing.

Ninja Warriors is a good arcade conversion, but then the original did not really have anything new to offer the punters.

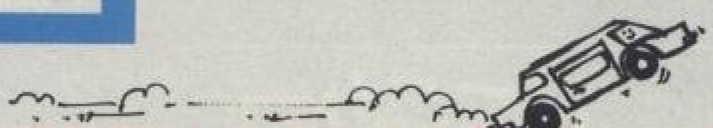
68%

A good but tough conversion of a none too original coin-op.

RATING	
PRESENTATION	74%
GRAPHICS	73%
SOUND	72%
PLAYABILITY	65%
ADDICTIVITY	62%
OVERALL	**69%**



HIT'EM FOR SIX!
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STUNT CAR RACER

MicroStyle/Geoff Crammond & Pete Cooke ■ £9.99 cass, £14.99 disk

Formula 1 motor racing was a popular sport back in the late 20th Century, but people are clamouring for more excitement and thus in the 21st Century Stunt Car racing is introduced. And now the track is a large aerial structure rather like an old time roller coaster. Not for those of faint heart.

Choose single player or multiplayer option, practise one of the eight tracks then start the racing season. The aim of this 3D game is simple, rise from the bottom of division four to the top of division one. There are two tracks in each division, Hump Back and Little Ramp in four, Big Ramp and Stepping Stones in three, Roller Coaster and High Jump in two and finally Draw Bridge and Ski Jump in one.

Practise is advised, but when you feel confident enough to tackle a race your car is winched up to the starting line and the race is on. You are presented with a driver's eye view of the course, so the track along with the huge V8 engine that powers your vehicle is visible through the windscreen. There are eleven other racers all as keen as you to win the title of top racer, and like you they will stop at nothing to win. Your car is a speedy little devil capable of over three hundred turbo charged MPH.

Don't think you can race around without risk: watch the top of the screen — if you continually abuse the car large cracks appear. This is your damage meter, and if you prang the car too much it will be termed a wreck.

Win or lose, I enjoyed playing Stunt Car greatly — a hair raising Speccy game. The Graphics are very sparse with the front of the car and the track the only features, but at over three hundred big ones you probably won't have time to see much of a background. One slight niggle is that when you prang the car it takes so damn long for the winch to get you back onto the track. That said though, Stunt Car is a great way to get the old adrenalin pumping.

MARK 89%



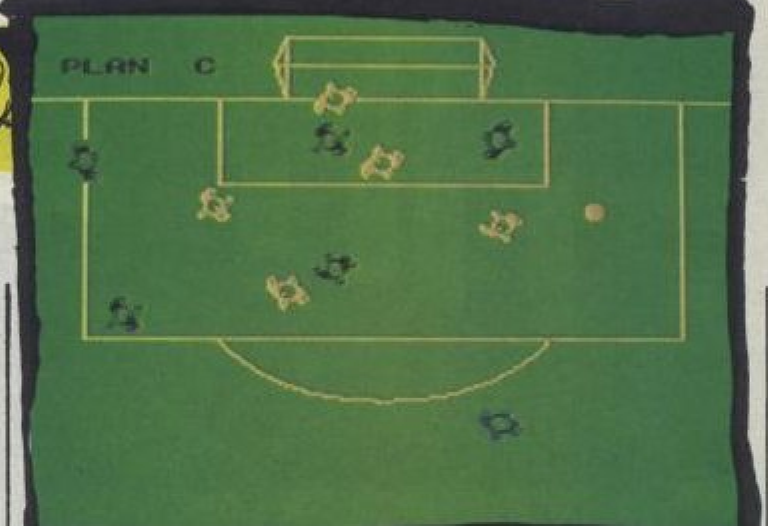
NICK What's the sudden attraction of 3-D car games? This is the second I've had to review this month. You've got to admit that they're pretty damn good fun though. Stunt Car Racer is not as varied as Hard Drivin', but it's still addictive and boasts amazing graphics. The only trouble with this game is that only having set courses to zoom along you feel quite restricted. Each course is made up of line graphics that all whizz by and twist and turn to give a great feeling of movement. The car takes some controlling to begin with, and you usually end up falling off the edge of the track. Before you start each course you get an overall view of it to see exactly what you're up against, which is a nice touch.

Stunt Car Racer is a fun game which you can play for hours without getting fed up. Bring the nearest thing to being on a roller coaster onto your computer now.

84%

A stomach churning ride: fun, playable and a great original idea.

RATING	
PRESENTATION	85%
GRAPHICS	85%
SOUND	74%
PLAYABILITY	86%
ADDICTIVITY	85%
OVERALL	**87%**



Footballer Of The Year II

Gremlin/Gary Priest ■ £9.99 cass, £14.99 disk

Footballer Of The Year II is finally here. The aim is quite simple, to become the country's top striker. Not an easy task: you need dedication, patience and a copy of this game. Enter your name and choose a skill level (1-9), pick a league team (or name one in editor mode) and a national team, just in case you are picked for an international side.

You are then offered seven icons - they are state of affairs (ie how your team is doing), your career successes so far, whether to load or save a game, transfer cards, quit the game, double or nothing and play a match. Your team starts at the beginning of a brand new season and can play league matches, Gremlin Super Cup, UK Super Cup, European Super Cup and World Super Cup matches. You can also try for transfer to another side, or play Double or Nothing. You start the game with £10,000 and Double or Nothing is a good way to try and gain more. Choose how much to gamble, then answer correctly a question put to you. Do this and you're asked whether you wish to collect or gamble. You have three chances to gain money.

A bid for transfer costs £5,000 for a transfer card. A team comes up with an offer, and if you accept you are given the terms of acceptance: either score three goals in the next game, or answer three trivia questions correctly.

But this game is all about scoring goals, so if your team is playing, click on the boot icon which takes to the match. Goal cards are used to increase your chances of scoring and you start the game with ten (extra cost £600). Prior to the game you will be asked which cards you want to use (each one represents a different tactical skill).

Give 'em hell, champ! This is the sort of game I like with plenty of chances to make a few bob. Footballer Of The Year II is a strategy footy game rather than a 'punt the ball around' type, and I quite enjoyed answering the trivia questions and manoeuvering around trying to transfer to different teams: worthy of consideration if you liked the original.

MARK 76%

NICK Oh great, just what I always wanted, yet another football game. Gremlin seem to be very fond of this type. So what has Footballer Of The Year II got that none of the others had? Not a lot really. It's more trivia, but the big excitement is that this time you have to answer questions for money. The more money you get the more famous you become.

Some of the graphics are quite good and colourful, and musically there are some well written tunes and jingles. As in other games you will only like this if you are a big soccer fan and know all the questions that the game throws at you.

Footballer Of The Year II has nothing ultra special to offer, except perhaps new questions for the football boffins. A bit fourth division quality if you ask me. Sorry.

49%

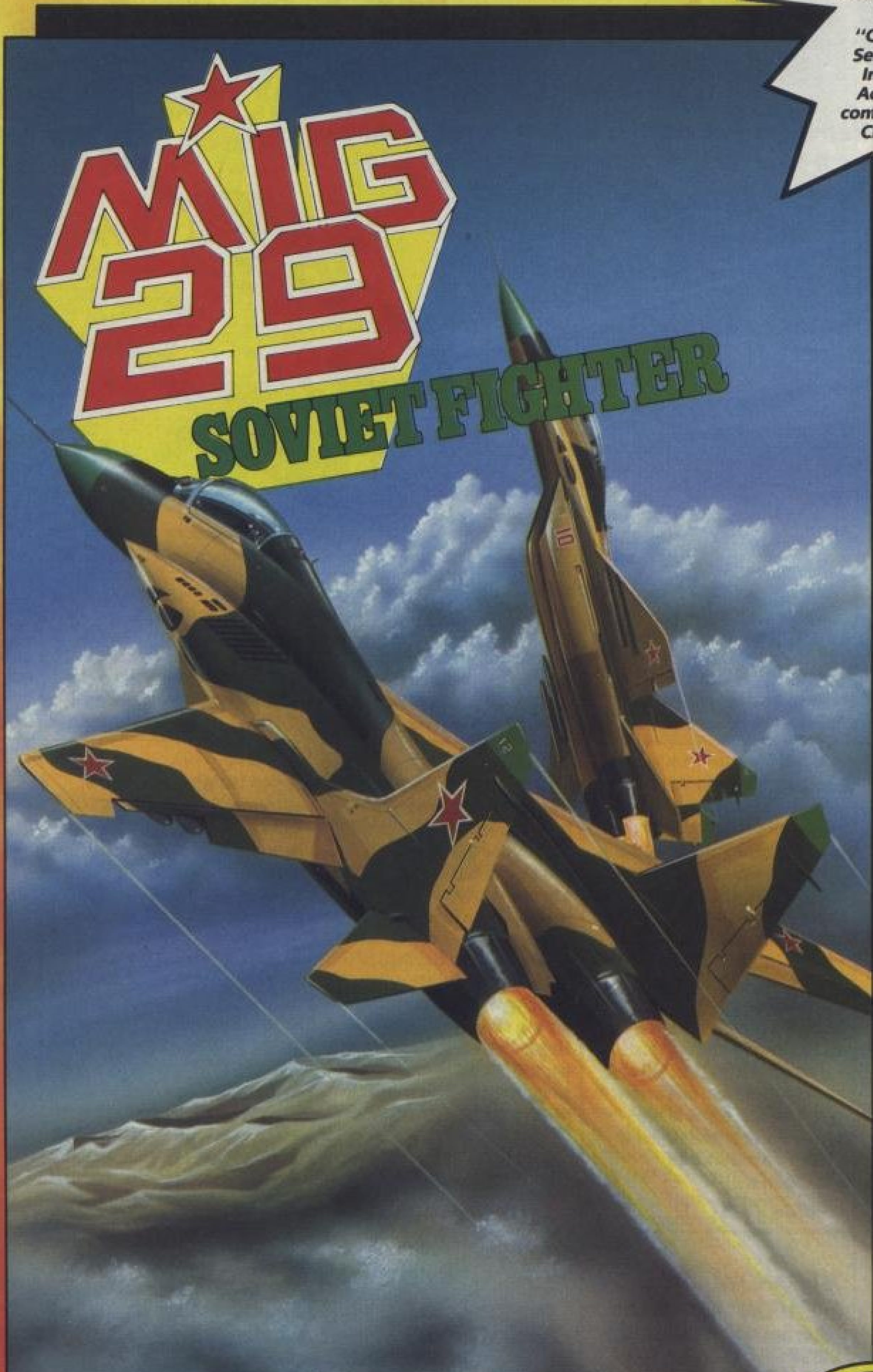
A reasonable soccer management/trivia game — for aficionados of the sport.

RATING	
PRESENTATION	68%
GRAPHICS	60%
SOUND	66%
PLAYABILITY	58%
ADDICTIVITY	56%
OVERALL	**63%**

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SPECTRUM, AMSTRAD CPC, COMMODORE 64

"CodeMasters Best Selling Simulators – Incredible Arcade Action! The legend continues with the new Christmas lineup"



Incredible graphics, realistic aircraft, heat seeking missiles, in-flight refuelling, Sidewinders & NUCLEAR WARHEADS! Real air to air combat with Helicopter Gunships, Tomcats, Hornets and Tornadoes. Air to ground combat with Tanks, Subs and Ground attack vehicles. Combat environment includes DESERT, TROPICAL & ARCTIC regions.

Fast frantic 3D action – as fast as a real arcade game! Brilliant!

Other titles available: Super Tank Simulator, Operation Gunship, SuperBike Trans-Am.

BUDGET

A veritable heap of offerings this month! A Budget Bonanza! And here's DJ Nicko to take a spin through the games coming your away for less than a three quid!



SPITFIRE
Encore ■ £2.99

Upper class accents, flying jackets and silly goggles at the ready, because it's time to jump into the cockpit of one of the most advanced planes ever made, the Spitfire. You guessed it, you've got to fly round in one of them World War II bomber thingies and drop bombs on everyone you see.

The game is written by Durell, well known for games like Harrier Attack and the more recent Operation Hormuz. To tell you the truth (well would I do anything else?) Spitfire is the spitting image of Operation Hormuz graphically. Bit of a coincidence, I don't think.

Durell are excellent at this type of game and Spitfire is packed full of fast action and detailed graphics. As well as the usual up, down, left, right, fire controls there are extras to give the game more realism. There's a map that can be called up if you haven't the foggiest where you are going. If things get really hairy (and I don't mean you have a head-on collision with a gorilla), you can press the eject button and watch the little man bale out of the plane and crash into the nearest tree! There's also an A.G.A. key, but I haven't a clue what that does (answers on a postcard...).

Spitfire isn't the least bit original, but there is some playability in zooming about shooting lots of big ships, try it out.

Overall 79%

RAMPAGE
The Hit Squad ■ £2.99 (rerelease)

It all started as a normal day in the greasy fast food restaurant. When George, Lizzie and Ralph bit into their Big Muck hamburgers they didn't realise what they were eating (well you never do). The company's Research Division had accidentally shipped out some experimental additives and they had got into the Big Mucks. Suddenly George, Lizzie and Ralph bust out of their clothes (oo-er!) and exchanged them for coats of fur. They became a gorilla, lizard and wolfman, all fifty foot high and looking for revenge.

Up to three people can play in this fight for survival. You control the monsters and can climb up buildings, smash windows and eat the people inside (well it beats fast food!). But watch out, because inside some of the buildings are nasty objects like toasters, TVs and cacti which don't do your stomach much good if you gulp them down. Eventually the buildings collapse, and you have to jump clear before you get crushed in the rubble. Destroy all the buildings between you and progress to the next level. Easy fun,if it weren't for the military who aren't keen on your handywork. They shoot at you constantly, knocking down your energy level.

I love Rampage. The graphics are nicely defined and colour isn't too bad. Bashing and crushing the buildings is the best bit though (you didn't know I had an evil streak did you?). The game has its fair share of humour too: when you run out of energy you turn back into a human and run off screen in your birthday suit!

Rampage is packed full of addictiveness and playability. It may have lost some of the appeal it had originally but at £2.99 it's a must for all gamesplayers.

Overall 74%

MEGANOVA - THE WEAPON
Alternative Software ■ £2.99

Your quest is a tough one: you are Philipus Sunset and happen to have 'borrowed' a sprocket system from the evil Drowhar Empire when they weren't looking (who thinks up this stuff?). You now have to get the system back to your base in tip top condition with the Drowhars out to get you. You must fight against them in your space ship: only the most couragous can survive this challenge.

Basically this is Game Over II with new graphics. Yes folks, it also happens to be programmed by Dinamic who did the Game Over games. If you played Game Over II you'll see what I mean just by looking at the screen shot.

The graphics may be similar to other games, but they're well defined, and the parallax scrolling in the background gives a really good effect. Meganova is just a shoot 'em up, and the sprites are quite sluggish at moving along the screen too which spoils the effect. You collect extra power and weapons as you go along. Sound is there but not very impressive. The title tune is irritating and the effects wont blow your mind.

Meganova is a cheap alternative (no pun intended) to full price shoot 'em ups but you won't be playing it for long. A decidedly average game.

Overall 57%



PRO MOUNTAIN BIKE SIMULATOR
Alternative Software ■ £2.99

Is there anything left in the world that hasn't had a computer simulator made of it? I thought not, but then along come Alternative with this little offering... Pro Mountain Bike Simulator. You can play against the computer or enter a battle of the pedals with a mate.

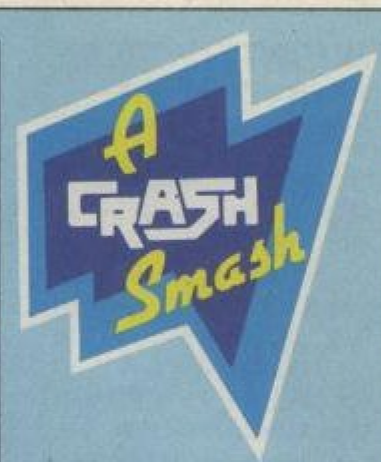
The game is split into different maps which can be selected at the start. Each one holds a host of exciting obstacles and challenging mountains to climb on your multi-geared bike. There are a total of 18 gears to be selected. 18th to use on the straights in an attempt to break the land speed record and 1st to get up those steep mountains.

The obstacles include logs, deep holes, rocks, swamp land and ramps. Most of these can easily be taken on the bike, but things like logs and deep holes need you to jump off and carry the bike through or over! The objective is of course to get to the end of the map before your opponent, or in record time.

Graphically the game is very

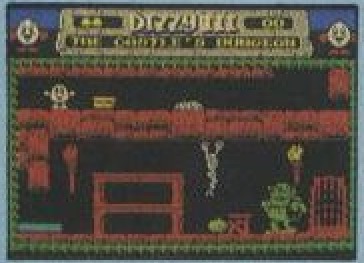
FANTASY WORLD DIZZY

CodeMasters ■ £2.99



Everyone's favourite computer game character has returned again with another action packed adventure from CodeMasters. Yes it's Dizzy the egg in Fantasy World Dizzy (or Dizzy III). Somehow Dizzy has aquired himself a family of little yolkfolk, and they're all in the game to help him along, except one. Daisy, Dizzy's girlfriend has gone and got herself kidnapped in the fantasy world of evil dragons, ferocious alligators and magic spells galore. She's kept in the cloud castle, and it's poor old Dizzy's job to rescue the damsel.

There are two ways of completing the game, as in Treasure Island Dizzy. First of all you can collect all the gold coins littered around or you can use objects in the correct places and risk your lives



jumping alligator's noses (!) to rescue Daisy from the castle. All the cute sprites, colourful scenery and excellent sound add to the cartoon atmosphere and are totally addictive. There's even digitised speech



to greet you when you've loaded the game up, and all the usual excellent Code Masters spit and polish.

All the puzzles in the game are set at just about the right complexity so anyone can play and get enjoyment out of the game without having to be an absolute genious. In fact it's worth buying just for the cute graphics! Richard and I just can't stop playing it, as each time we play we get just a little further. Definitely one for all you mappers out there.

The Dizzy games have earned themselves quite a cult following, and Dizzy III is set to be another success. If you don't get your copy today you'll never know the true meaning of playability and addictivness.

Overall 94%



POSTMAN PAT

Alternative Software ■ £2.99

Pom, pom, pom! Yes it's finally arrived - Postman Pat from Alternative. Well, to tell you the truth, the game's been out in the shops for ages (I've even printed tips on it), but we only received a review copy the other day. So was it worth the wait?

As you might expect the game is based around Pat's adventures through the day in Greendale. You start off at the Post Office where Mrs Goggins (who thought these names up?) will tell what to do first. Once you have your orders, off you go. Different tasks must be completed, ultra-exciting things like rounding up sheep



for Peter Fogg to boring everyday chores of delivering letters. There are about five tasks in all, and after you've completed

them they start repeating themselves. The game ends when the timer gets down to zero.

The game is set out in two different ways. First of all there's the overall map of Greendale and the surrounding countryside that you see from an aerial view. You control Pat's post van in this bit and have to drive around from place to place. Each of the houses, farms and fields are well drawn and coloured, with

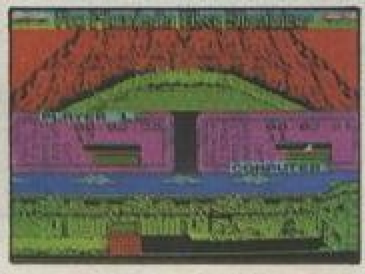
obstacles like oil and mad people on bikes to avoid. When you reach your destinationthe view switches to a cartoon scene just like on the telly well almost)!

Postman Pat caters for all ages because Alternative have included an easy and a hard version. If you play the easy version you don't have to worry about hitting the mad biker or oil slicks. A fun game for a while, but once you've completed all the tasks the novelty soon wears off. What I want to know is where's Jess?

Overall 62%



colourful, and sprites and backgrounds are as detailed as they can be on this scale. You do get some clash now and then but nothing too



devastating. Sound wise there's a tune and a brilliant little squeaking effect for the wheels of each bike.

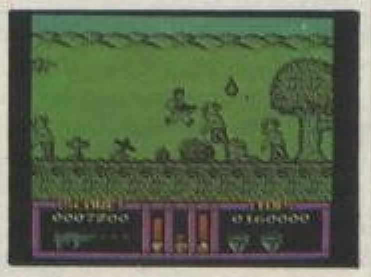
Pro Mountain Bike Simulator may not have to most imaginative title ever, but the game is good fun and well worth spending some time on.

Overall 70%

WAR MACHINE

Players Premier ■ £2.99

Oh hum. The solar system is in deep peril once again. An evil Alien Syndicate has gone and taken control of the mining installation on the asteroid XR27B. Using this base they swarm across the entire system bringing a wave of death and destruction. You've been selected to go and reclaim the base. You must kill



all aliens you find, destroy all equipment and collect pieces of a mega-weapon that will allow you to zap the evil queen who started the whole ball rolling.

Sounds easy doesn't it? It would be if the programmer hadn't made the screen layouts so infuriating to get around. There are bits of scenery sticking out all over the place, and moving past them without banging your head is a skill. The game is nicely detailed and coloured though, with Exolon style sprites and movement in the main character. There are some really good music and effects through the game, better than most so called full price software!

War Machine may not be original, but it provides a cheap challenge for any arcade adventure freak. Even if the movement is annoying to begin with this is worth taking a look at.

Overall 72%

HYPER SPORTS

The Hit Squad ■ £2.99 (rerelease)

Almost the original 'waggle your joystick until it chokes and dies' game, Hyper Sports was a brill sports simulation for it's time. Originally released in 1985 by Imagine, it includes six wholesome events to get stuck into. Each one is controlled using just the left, right and fire keys.

Swimming comes first, and the budding athlete must perform a racing dive into the pool and move the left and right arms with the corresponding key. This is great fun, tapping away and going jolly fast, when suddenly the swimmer begins to choke and you find out that FIRE makes him breathe!

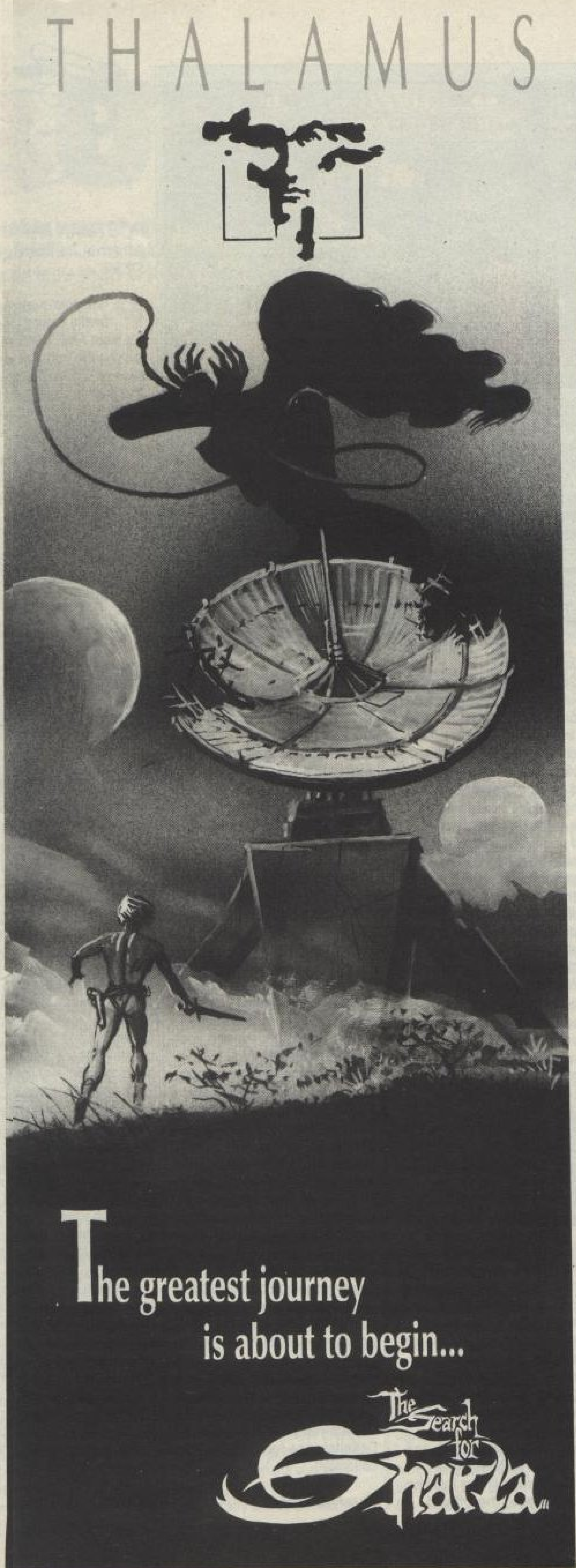
Skeet Shooting is next on the menu (what did the poor Skeet do then?). The controls for this are weird at first. You must use left to move the sights up (!) and right to move along then fire at the target. Fast reactions are needed to pass this event.

The Long Horse is welcome relief from the Skeet Shooting. All you have to do is jump on the springboard and somersault over the long horse. Timing is essential because otherwise you will do yourself some terrible damage! Archery, Triple Jump and one for the macho men (and women), Weight-Lifting, are also in the line up. The question is, will you have the energy to take them all on?

The graphics were outstanding in 1985, but you can hardly expect them to keep up with some of today's. Colourless sprites of the players leap and bound around the screen with the more colourful backgrounds scrolling by. They're still pretty good though.

Hyper Sports is a classic Spectrum game. If you didn't get it first time round, this is a chance you cannot miss. Definitely one for the collection.

Overall 78%



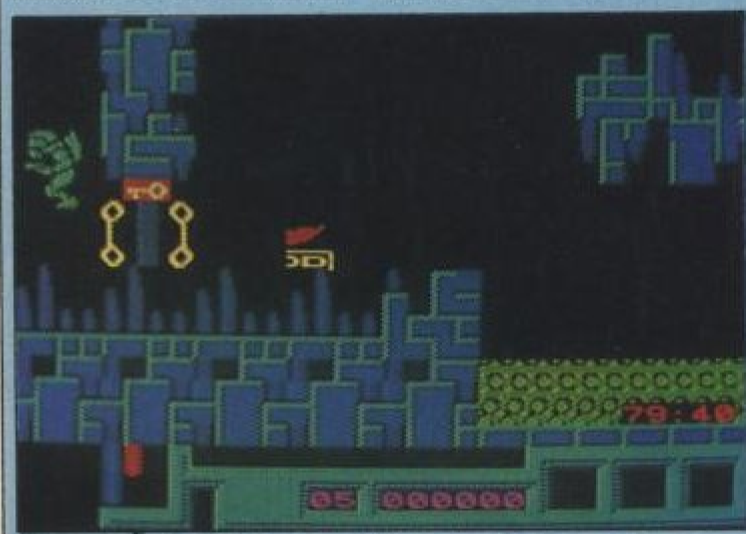
MUTANT FORTRESS
Players Premier ■
£2.99

Well, Players have come up with a few strange storylines in their time, but I think Mutant Fortress must take the crown. Catch a load of this...

You are Brad, a post-apocalyptic truck driver who likes nothing more than trundling down the motorway with a Yorkie in one hand and a machine gun in the other! The only thing you cared about in the world was your 18 wheel truck, and now the naughty mutants have gone and stolen it for no apparent reason (ooo, how naughty!). Of course your mission is to now reclaim your 40 foot property and get home before tea time. To get the truck back you must battle your way through zombie infested forests, parched wasteland and Tescos on a Friday night, collecting weapons, ammo, first aid kits and the odd tin of baked beans.

All the Players Premier games have a high quality of graphics and sound, and Mutant Fortress is of course no exception. There is a brill 128K tune, and all the backgrounds, mutants and especially the big truck itself have been excellently drawn. Only one thing lets the game down: It's far too difficult. I like to think that I'm pretty good at this sort of shooty shooty game but I can't even get onto the second section.

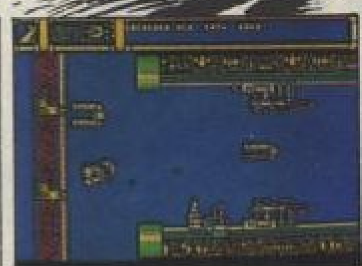
Mutant Fortress will provide a challenge to even the best players out there, and at this sort of price you can't go wrong, can you? Players Premier have got themselves another winner.



Overall 81%

SHARK
Players Premier ■ £2.99





No crowded American beaches or floating heads in this game (awww!): this is a different type of Shark. In fact it's an amazing prototype submersible (a submarine to us mere mortals!), and you're its pilot. The evil Snake Brothers are the source of your troubles as they've overrun the top secret base Atlantic 5. You must now free the base from these slimy customers.

The game is played in a Cybernoid sort of way with the Shark moving around each screen in turn, and weapons having to be selected then used against the enemy. All the graphics are excellent. The detailed sprites and good use of colour make the game very attractive. Presentation is also up to the usual Players standard and very slick indeed.

There are three levels, each played in a similar way but with different objectives. I found it very difficult to select the weapons and kill some enemy to begin with. You usually end up in a right muddle. Some of the ways weapons explode and fire are excellent, even if most of the time they don't have the slightest effect on the enemy! A good tune on the title screen and plenty of sound effects add atmosphere to the endless shooting. Shark is a good, fun game and will provide all shoot 'em up fans with a reasonable challenge.

Overall 80%


£2.99
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"Operation Gunship is best described as slick . . . the graphics are full of detail . . . well worth a Crash Smash" – 90%.
Other titles include: SuperTank Simulator, Mig-29 Soviet Fighter & SuperBike Trans-Am.
A CRASH Smash
Code Masters

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COMMODORE 64
AMSTRAD CPC

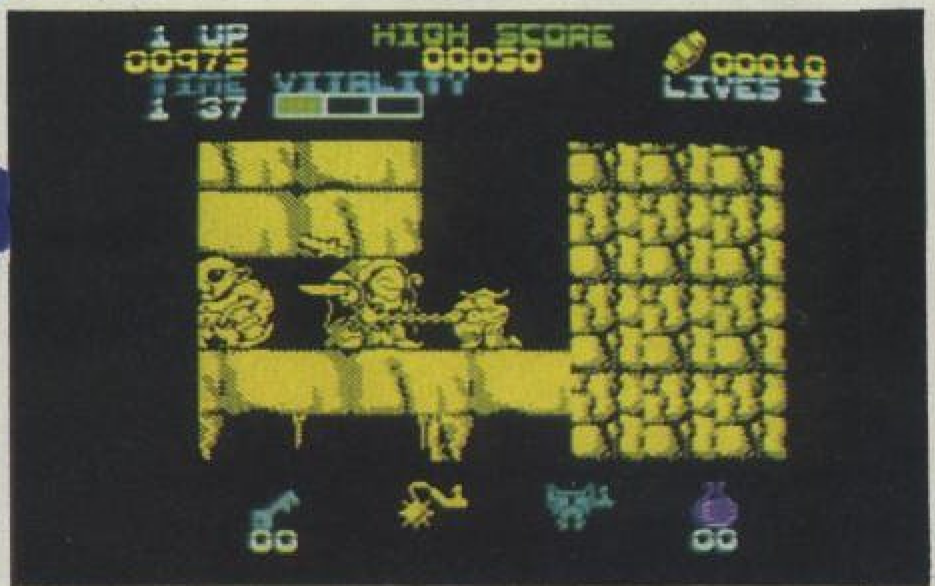
THE·ACTION·STARTS·HERE·

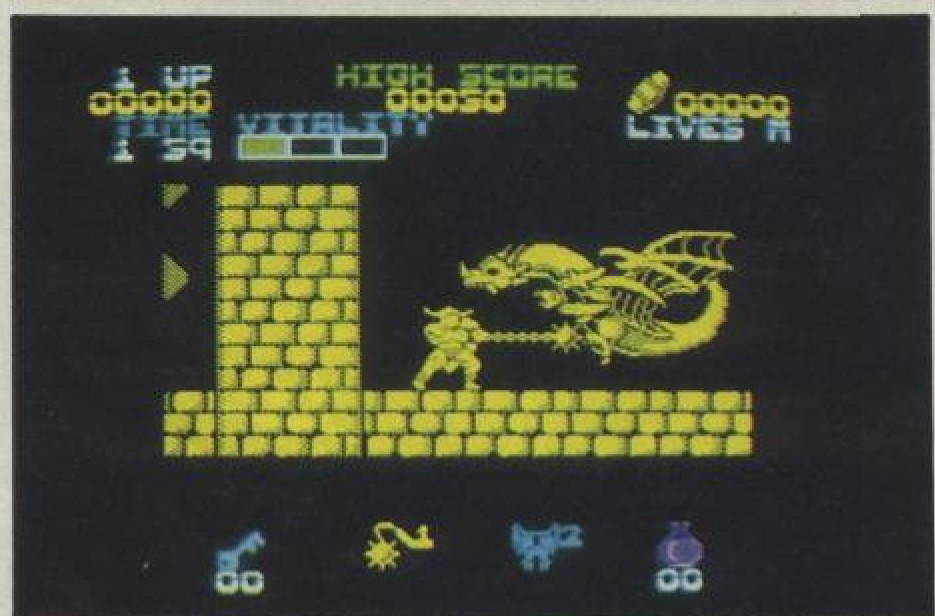
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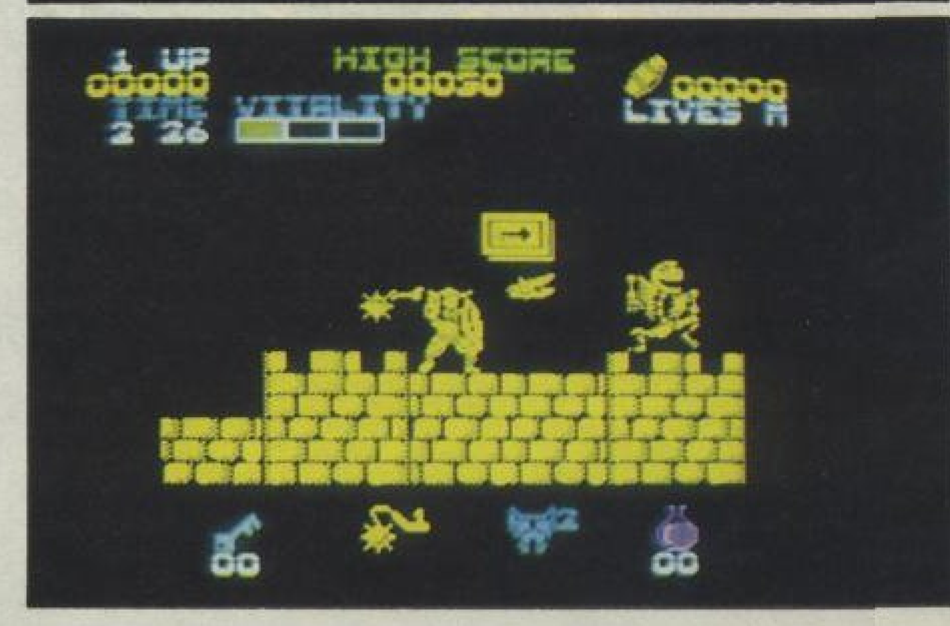
PREVIEW

What's coming to your Speccy in the New Year? Mark Caswell has been out and about to grab those elusive first pictures of forthcoming blockbusters...

Kill the dragons in BLACK TIGER







Programming house Tiertex have built up their forces over the last couple of years and have grown to 15 programmers, musicians and graphic artists crammed into a very nice office in South Manchester. The company was started in 1987 by John Prince (the guy who programmed 16-Bit Strider) and Donald Campbell and they program almost exclusively for US Gold. Some of their best work includes 720, Strider, Thunderblade and Indiana Jones And The Last Crusade.

Right now they're putting the finishing touches to a long-awaited scorcher: Black Tiger is a six level hack 'n' slash game set to appear on a Speccy near you in February, and here's a sneak preview. A Capcom arcade licence, the story concerns a trio of very nasty fire breathing dragons descending on a happy and peaceful land, and completely decimating it.

Enter Black Tiger, a hero of many talents and all of them deadly. He determines to kill these Guardians of Darkness.

The main part of the game takes place in dank caverns and dingy tombs, where armed with an extendable mace (!!) and laser knives Black Tiger does battle with merciless bats, axemen and skeletons. Killing the creatures earns him Zennys, a handy currency with which to buy armour and more powerful weapons.

The process of converting the game started with screenshots being taken from the arcade machine and dumped onto Tiertex's own in house development packages. These run on Atari 1040 ST's, and comprise of a Z80 editor/assembler and various sprite grabber programs that can pregenerate masks and compress sprite data from Degas sheets (and no I don't know what that means either). Object codes and graphics are then down-loaded onto the Speccy via a parallel arrangement.

It was then that the 128K music was added: a mixture of arcade and original pieces composed by in-house music maestro Mark Tait. It all looks and sounds great, but we shall have to wait and see!

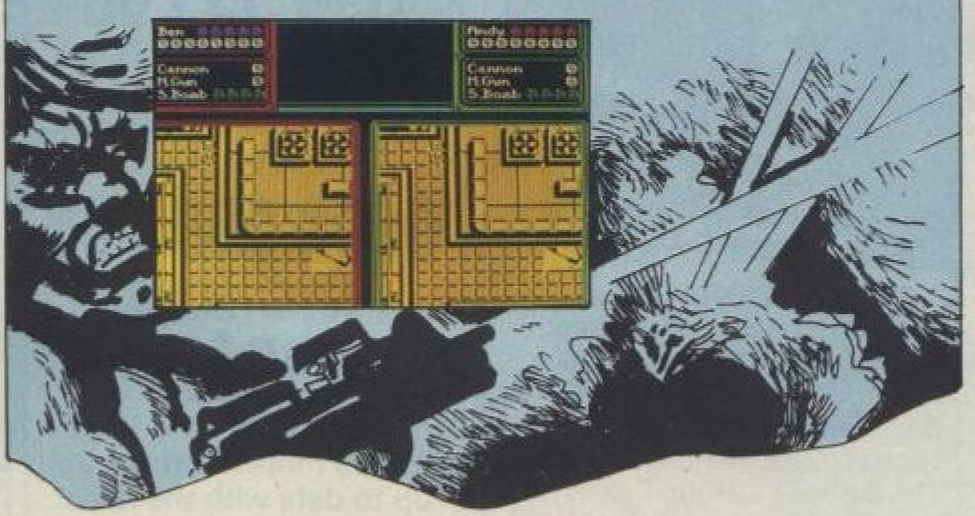
More goodies are in the works: Dynasty Wars (hopefully a preview on that one next month), and an entirely original game called Tor which is a sort of cross between Strider and The Transformers (the hero can change into a huge robot). Plus there's a football game quite simply called, guess what: Football!



CRACK DOWN

US Gold

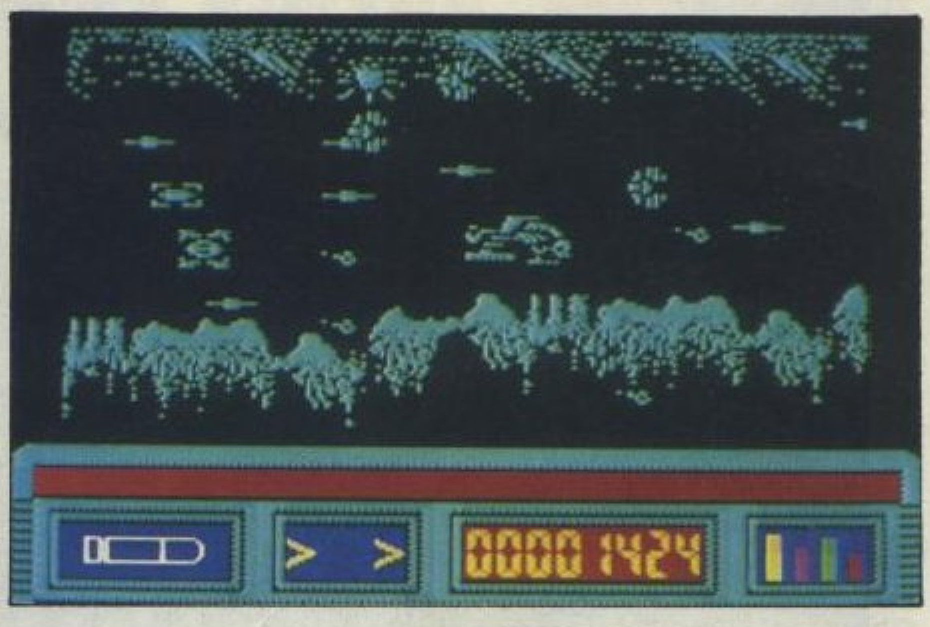
Crackdown is all about two brave volunteers' mission to save the world from megalomaniac nutter Dr K. Sixteen levels of explosive action stand between them and their final objective, the huge bomb Dr K plans to use to destroy the world. Nail-biting stuff eh? Play it early 90.



X-OUT

Rainbow Arts

They came from the outer regions of Alpha Centauri, they built heavily defended battle stations deep below the oceans, and waited for the chance to wipe out the human race. After a brief and bloody battle the Earth's governments banded together created project Deep Star: You've been chosen to pilot the ultimate submarine in a desperate attempt to rout the aliens. Good luck, you're going to need it.





SNOOPY
MEETS DARIUS +

The Edge are set to follow their two imminent comic licences, Punisher and X-Men, with Snoopy — The Cool Computer Game and Darius +. In Snoopy you play everyone's fave Beagle who wanders around solving clues that will lead him to Linus's lost blanket (and Peanuts fans know what happens when he can't find it).

On the other hand Darius + has no plot: just go forth and kick seven shades of purple out of the alien hordes, but watch out for the Fatty Glutton Fish. Expect a review of both next month.

US GOLD GO BONKERS!!

THEY'RE GIVING AWAY £4000 WORTH OF GAMES!!!

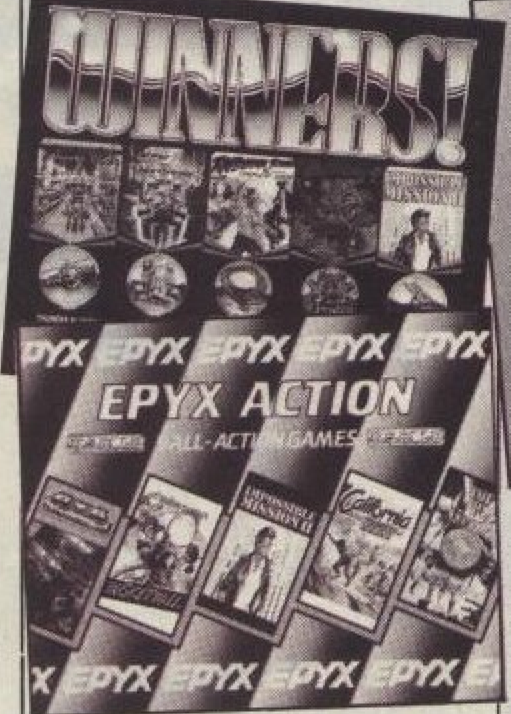
Fabulous or wot?! £4,000 worth of games! US Gold's Compo Dept have been having a tipple too much of the Christmas spirit, eh? But — hell! — who's complaining? US Gold are offering 50 — 50! — goody bags, each packed with eight games to start the New Year with a bang!

Each goody bag contains wizzo Speccy cassettes of these eight great games: Black Tiger, Turbo Out Run, Ghouls 'n' Ghosts, Moonwalker, Winners!, EPYX Action, Strider, and Indy — The Action Game. Whatta lot they've got!

And how do you get a chance of winning one of the brilliant goody bags? Just by ringing the CRASH compo hotline! Dial 0898 555 084 and listen to the questions being read out over the phone. When you've got the answers, write them down on a postcard or the back of a sealed envelope and send it to: US GOLD GO BONKERS COMPO, CRASH TOWERS, PO Box 10, Ludlow, Shropshire SY8 1DB. And make sure all entries arrive here by 22 January 1990!
And here are the games!!

BLACK TIGER: Still in development, and planned for a February release, Black Tiger is the conversion of the hacking and slashing corky Capcom coin-op! Check out the details in the previews.

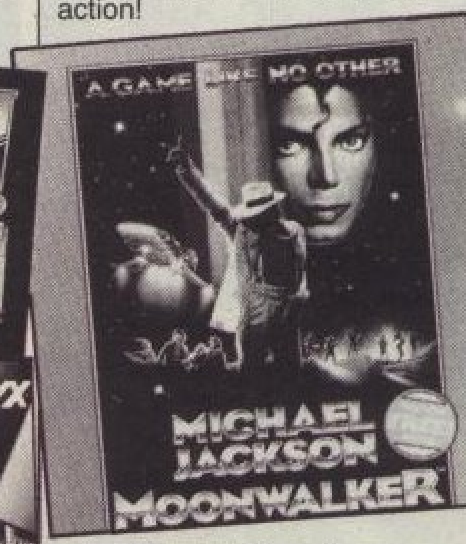
TURBO OUT RUN: Looks like being the fastest thing on four wheels! US Gold's sequel to their biggest selling ever game Out Run, from two years ago! Get hold of it the best way — win this compo!!



WINNERS!: A bit of a mega compilation this, featuring Thunder Blade, LED Storm, Indiana Jones and the Temple Of Doom, Blasteroids and Impossible Mission II!! It'll keep you playing for ages!

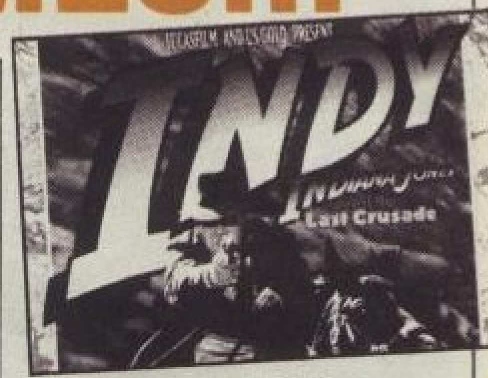
GHOULS 'N' GHOSTS: The brilliant conversion of Capcom's spooky arcade adventure was a 92% CRASH Smash last issue, and it's so addictive we've even missed an episode of Neighbours to play it!!

MOONWALKER: Michael Jackson stars in the game of the film, feel the rhythm of Club 30, become a huge silver robot and bash the living daylights out of Mr Big and heaps more pop star action!



EPYX ACTION: Another compilation starring the best of EPYX games! There's 4x4 Off Road Racing, Street Sports Basketball, Impossible Mission II (again!), California Games and The Games — Winter Edition! It'll keep you fit!

STRIDER: Leap and bash your way through futuristic Moscow and out into the wilds of the USSR. Tough action throughout — you'll go barmy by the time you complete this one!!



INDY — THE ACTION GAME: The game that brings this summer's thrilling film to the Speccy screen. Take Indy through four fiendish levels in his search for the Holy Grail!

DIAL AWAY

0898 555 084

Win one of 50 US Gold goodie bags — eight US Gold games in each! Mega!!

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NICKO'S 'FLAMBOYANT' TIPS

Mr Tips himself brings you up to date with the latest tips!

Calls cost 25p per minute during off-peak time and 38p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

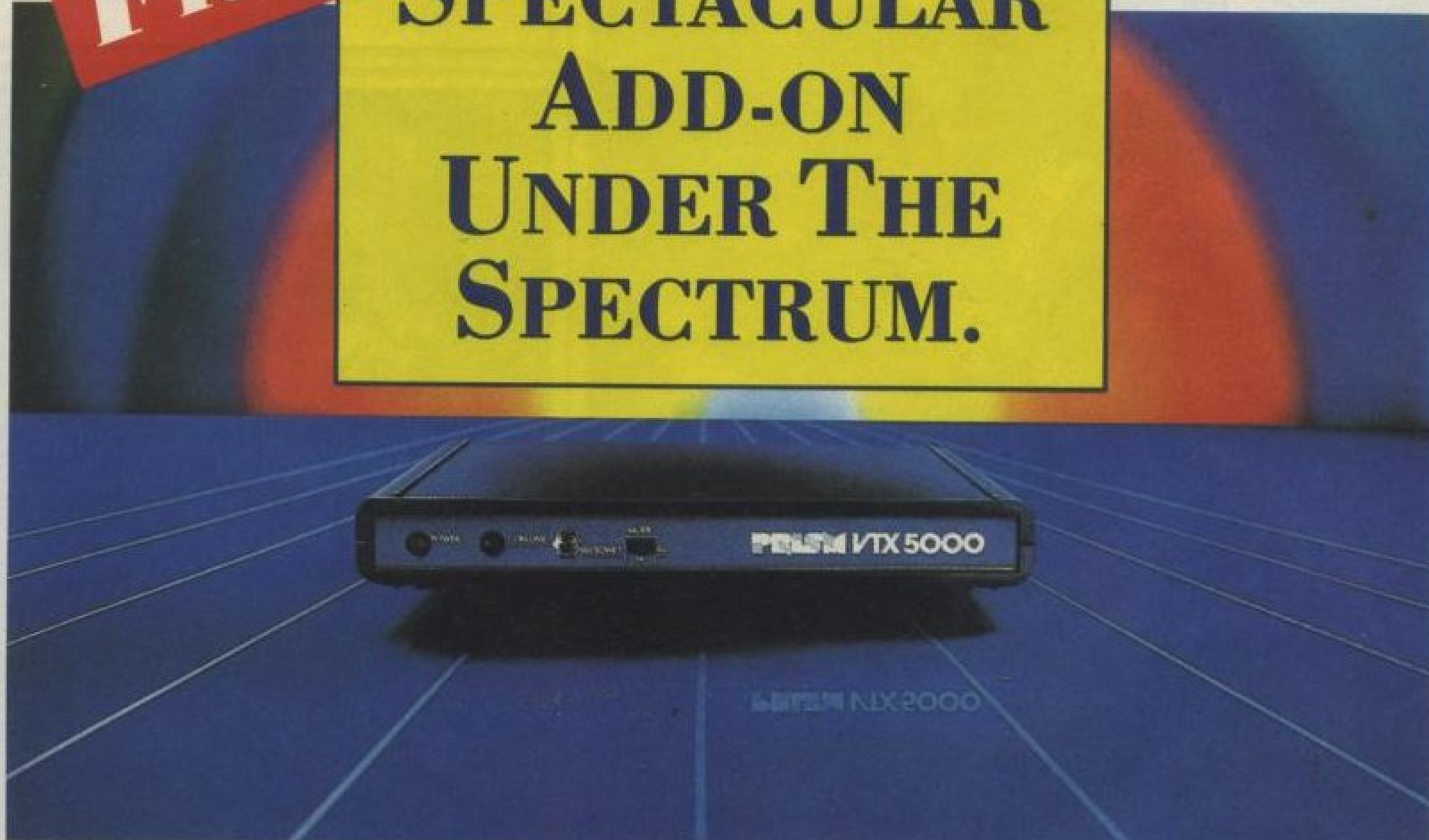
NEXT MONTH

Fun packed thrill power coming your way with another exciting Power Tape jammed full of games!! Heaps of brill new games happening on your Speccy! Reviews, previews and Nicko's tips to help you through them!! Loads of compos with top prizes, plus all the excitement of the regulars in the next thrill packed issue!

DON'T MISS IT!! CRASH ISSUE 73, THE MAG FOR FEBRUARY ON-SALE 25 JANUARY 1990! £1.60 IT'S GOING TO BE MEGA — THE NATION'S PLAYING OUR GAMES!!

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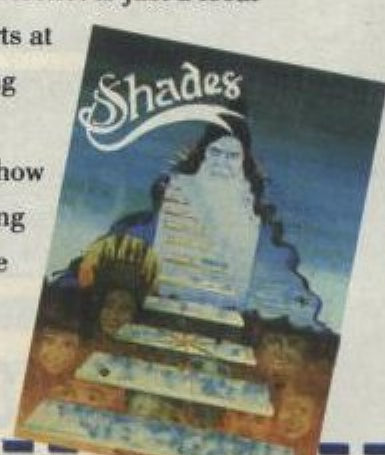
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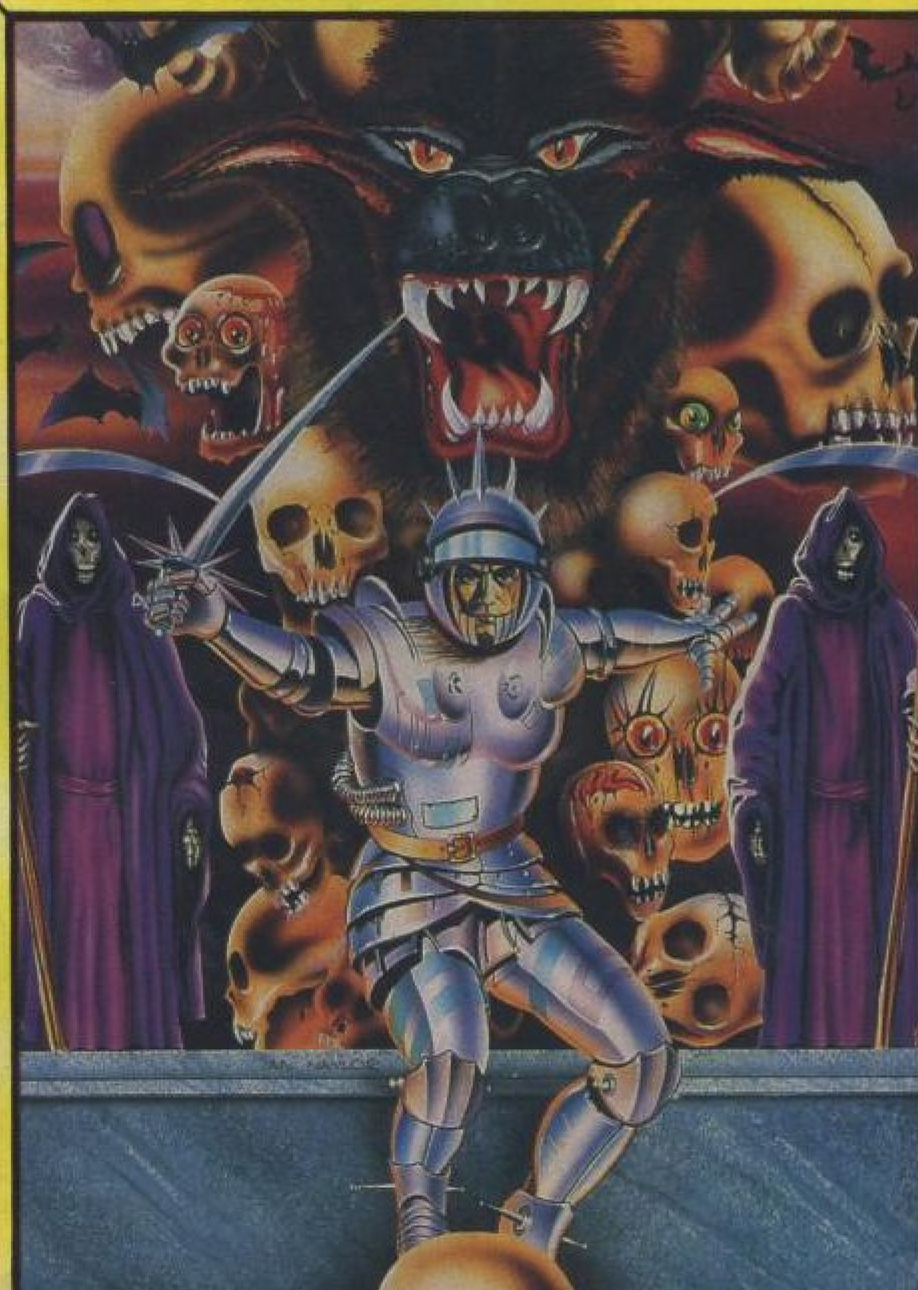




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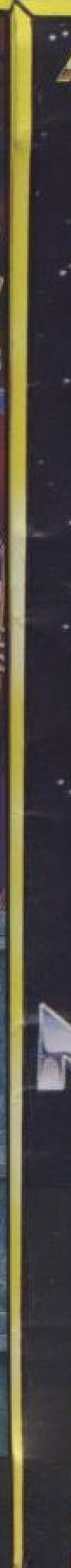




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